MAIL ORDER MAGAZINE

SUMMER 1992 EDITION

MILITARY SIMULATIONS

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18 YEARS OF SERVICE

Military Simulations was established in 1974 and for eighteen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

THE SHOW ROOM

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display, plus a huge range of wargames and role-playing material. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from **9.00am** to **1.00pm** on the **first Saturday** of each month.

CLUB DIRECTORY

We need your help! Mil Sims is compiling a national club guide for both role players & wargamers. What we need is your club name & contact address. Once this club list in completed, it will be made available to our customers on request.

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Please note - prices in this catalog are subject to change without prior notice.

VICTORY AT SEA

An all new strategic level game developed from Jedko's popular naval game WAR AT SEA. This two-player game refights the Battle of the Atlantic in every detail. Each player assumes the role of an Admiral of the Fleet and attempts to control the sea areas that are important to his nation's interests. Rules are easy to learn and yet require cunning strategies to achieve ultimate victory. An ideal wargame for beginners, it also serves as a fast playing contest for experienced players.

The Allied player faces a difficult task with his armada of English & US ships. The powerful battleships Bismark & Tirpitz present a formidable threat. Control of the Mediterranean must be wrested from the Italian fleet. Convoys must be protected from stalking U-Boats & German surface raiders. Oilers in the Atlantic allow ships such as the Graf Spee to elude pursuit whilst harassing convoys. The Axis player has a small fleet by comparison to the Allies, but a shrewd strategy can exhaust his opponent & win the war.

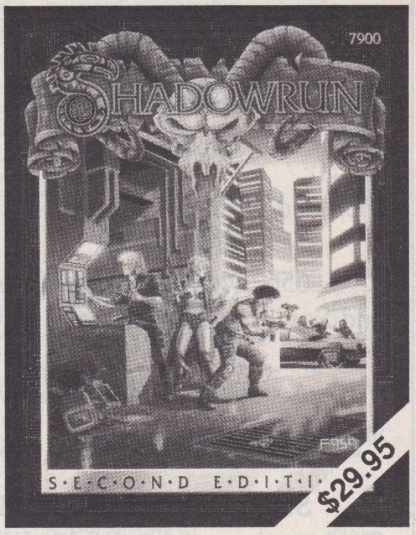
VICTORY AT SEA's mechanics include Admirals, port repair facilities, invasion of France, U-Boat technology, surface raiders & oilers, the British Home Fleet, critical hits & damage control, limited intelligence, airpower, mines, & convoys. Includes a stunning new box & large mounted mapboard, 117 large counters representing all major German, Italian, British, US, and Russian capital ships of the European theatre; dice, and rules.

SHADOWRUN 2nd EDITION

This is the all new, completely updated, revised, and expanded version of the popular SHADOWRUN science-fiction/fantasy role playing game. This new edition features 296 pages (40 in color), maps, and a softcover. All ShadowRun sourcebooks (except for The Grimoire), adventures, and characters are fully compatible with this new edition.

The game is set in a darkened *Bladerunner* style future of 2053, a world which has *awakened*, allowing magic, elves, dwarfs, orks, trolls, and fearsome dragons. Creatures of the wild have also changed, becoming things of myth and legend. Technology has made great bounds with cyberware causing man to become stronger, smarter, and faster.

The national goverments no longer rule the world - now Megacorporations have taken the lead. The megacorporations keep their hands clean by hiring mercenaries to do their dirty work, which is where you come in - you have had much experience doing *Shadowruns* for the megacorporations. You might be a decker fitted out with inbuilt cyberware and adept in gathering information from the deadly computer matrix; a street samurai with vicious combat skills and equipped with the latest weapons and gadgets; or a mage imbued with the newly awakened magical powers. Demand for shadowrunners like yourselves is high, but it takes more than skill to survive a shadowrun - you will have many enemies...



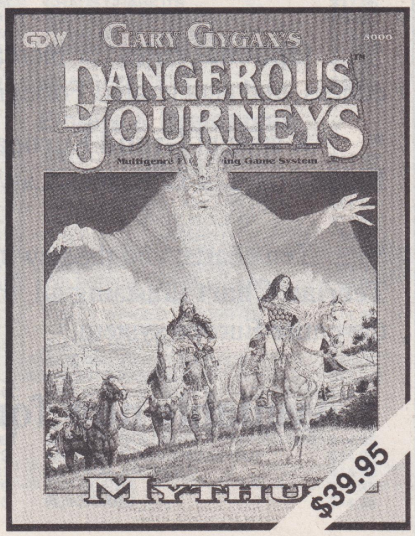
MYTHUS RPG

The MYTHUS Fantasy Role Playing Game is the first game in Gary Gygax's Dangerous Journeys multigenre role playing system. The 416 page book is role playing at it's finest - simple or with elective complexities. The mechanics are straight forward using percentile or six sided dice, with a battery of optional modifiers to heighten realism to any degree players desire.

The game is set in Aerth, a world co-existing and paralelling Earth, set in the sixteenth century, except that gun powder has not been developed. Over thirty different vocational backgrounds for heroic characters are included, with the character and personality of these characters having more detail than any other system, including quirks (knacks & peculiarities) and socio-economic class considerations. Character advancement is based upon logical and realistic standards, not upon how many foes slain or loot gathered.

Includes basic rules (only 55 pages!) and advanced rules; a GM's section; rules for magick; extremely detailed combat, weapons, and armor rules, including mental and spiritual combat, lethal and non-lethal physical combat, normal and mental or spiritual healing; everything is rated for monetary value; vocations include alchemy, arms, dweomecraeft, mysticism, outlawry, priestcraft, primitive, scholar, and non-human; etc.

The book is *extremely* detailed, though players have the option of only using those rules they want to.



Europa

A Winter War

October 1939, the Finnish delegation listened to Comrade Stalin's ultimatum that Finland give in to Soviet demands for their territory. Attempts on Finlands part to reach a compromise were refused. On November 30, without a declaration of war, the Soviet Union invaded Finland and thus began a **Winter War**....

GR/D's *TheWinter War* recreates the invasion of Finland by Russia in 1939, with Finlands small but effective army facing the Soviet giant. The Finns fought their desperate, courageous defense in harsh terrain during the Winter of 1939-40, inflicting massive casualties before seeking peace in March 1940.

Included in the games are:

* 656 Die-cut counters covering the Finnish and Soviet armies and foreign volunteers.

* A state of the art map covering all of Finland and the Karelian Peninsula to Leningard.

* State of the art **Europa** rules plus special rules for the unique nature of this Winter Campaign.

* **Optional rules** for increased Soviet preparedness, and accelerated Foriegn aid to Finland.

* A special **Grand Europa** addition - The Baltic States of Lithuania, Latvia, and Estonia.

* Ten charts, and the new **master Europa Terrian Chart** illustaing all the Terrian used in the entire Europa system.

Available now for only $70

What is Europa?

The largest war in history is the subject of the largest and most comprehensive wargame project ever undertaken : all of World War II in Europe, North Afrika, and the Near East at divisional, regimental, and battalion level with semi-monthly turns and a scale of 16 mile to a hex.

Using a common game system and interlocking maps, each game is playable seperately or as a link in the full Europa series of games.

This award winning series of games has been played since the 1973 release of *Drang Nach Osten*. Since then an expanding array of games and modules have been published.

Europa puts you in command of the armies, navies, and air-forces that fought the battles of World War Two.

Grand Europa

When the series is completea set of rules will allow you to play the entire war in Europe will be published. We call this final set of linking rules grand Europa.

Other Europa Titles

Limited copies of the following games are available until sold out...

Fire in the East (The Russian Campaign 1941/2)	**$140**
Scorched Earth (The Russian campaign 1942/4)	**$140**
Africa Orientale (East Afrika 1940/1 - Published in S&T 128)	**$30**
The Urals (Expansion module for Scorched Earth)	**$60**
Balkan Front (The Balkans Campaigns 1940/1)	**$75**
First To Fight (The Polish Campaign 1939)	**$90**

WARGAMES
COMPLEXITY KEY

BASIC GAMES
*
(Introductory level)

INTERMEDIATE GAMES
**
(Still good for beginners)

ADVANCED GAMES
***
(For veteran gamers only)

MASTER GAMES
****
(Too many rules & no spare time!)

COMPANY CODES

- ADG - Austalian Design Group
- COA - Clash of Arms
- EMS - Engelman Military Simulations
- GAM - Games Workshop
- GMT - Get More Tanks?
- IRO - Iron Crown
- LEA - Leading Edge
- OME - Omega Games
- STE - Steve Jackson Games
- SUP - Supremacy Games
- TGI - The Gamers Inc.
- 3W - World Wide Wargames
- AH - Avalon Hill
- COM - Command Mag' (XTR Corp.)
- FAS - Fasa Corp.
- GDW - Game Designers Workshop
- GRD - Games Research & Design
- JED - Jedko Games
- MB - Milton Bradley Games
- SDI - Simulation Design Inc.
- S&T - Strategy & Tactics Magazine
- TAS - Task Force Games
- VIC - Victory Games
- WES - West End Games.

BEGINNER'S GAMES

JED **BASIC TRAINING** *
An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. features a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona **$1.00**

JED **BEGINNERS' GUIDE TO STRATEGY GAMING** *
A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play & computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame on the battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control & weather effects). **$5.00**

JED **FIELD MARSHAL** *
A good wargame for novice players, presenting a well balanced and quite exciting World War II style air & land conflict, at an affordable price! 196 counters respresent units of marines, airborne forces, tanks, infantry, artillery and aircraft assets. Players assume the role of Field Marshals faced with the daunting task of defending their nation from invasion, whilst trying to capture the enemy's capital. Each Field Marshal is helped (reinforcements, ect) or hindered (withdrawals, etc) by 32 variable Situation Cards, these represent battlefield directives from headquarters, and as such they must be obeyed! **$20.00**

ACCESSORIES

POLY DICE
High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **.65c** each

GEM DICE
More attractive & expensive than the Poly Dice - standard configurations: available in blue, red, green, yellow, purple, hot pink, clear, smoke (sort of blackish) & orange. **$1.00** each

SPARKLE DICE
Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. Available in blue, red, green, silver & gold. **$1.25** each

PEARL DICE
Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. Available in blue, red (those red D6's are great for Fireballs!), white & orange. **$1.25** each

AH **AVALON HILL COUNTER TRAY**
A clear plastic counter tray with lid and dice-wells for forgetful gamers! **$4.00**

WES **WEST END COUNTER TRAY**
Same as above, more sturdy in design with more counter space but no dice wells. **$5.00**

JED **HEX SHEETS**
Three 23"x17" blank map sheets, with standard half-inch hexes. **$3.00**

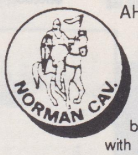
ARM **HEX PAD**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other **$7.00**

JED **COUNTER SHEETS**
896 half-inch card counters in the following colours: pale green, light blue, pink & gray. **$12.00**

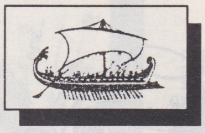
ANCIENT ERA

3W **ANCIENTS I** *
A low complexity tactical-level system, the mechanics of which are unknown at this point in time. However, I can tell you that it contains 32 scenarios (!), six 8.5"x11" maps, plus 200 counters including Hittites, Egyptians, Assyrians, Spartans, Persians, Macedonians, Romans, Carthaginians, Ancient Britons, Goths, Saxons, Vikings, Normans, Crusaders, Muslims, Mongols, English, Scots and French. Features high solitaire suitability. More details late. **TBA**

ANCIENTS II Same sort of thing, with 32 new scenarios and six maps. **TBA**



AH **BRITANNIA** *
A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real eastate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. **$60.00**



AH **CIVILIZATION** *
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, this trade between empires fosters social & technological growth. **$80.00**

CIVILIZATION - **ADVANCED CIVILIZATION**
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! **$60.00**

CIVILIZATION - **TRADE CARDS** 50 extra cards as included in the original game. **$10.00**

WESTERN EXPANSION MAP 22"x11" mapsheet extension & African/Iberian AST. **$16.00**

? **CONQUEST** *
A diceless, chess-like strategic game of maneuver for 2 to 4 people. Players can only have 20 'moves' each per turn, thus they must thoughtfully employ their units to gain (or protect) territory. Components include a 31"x22" mapboard and 104 plastic markers (for legions, galleons, elephants, chariots & cavalry). Very abstract and quite fun - really ideal for jaded gamers with a chess fetish, or adventurous mums and dads. **$50.00**

DEC **FOUR BATTLES OF THE ANCIENT WORLD** *
Features the battles of **Arbela** 331BC (Alexander's Macedonians vs. the Persian Empire), **Cannae** 216 BC (Consul Varro's Roman legions vs. Hannibal's Carthaginian army, plus various mercenaries), **Pharsalus** 48BC (Julius Caesar and Pompey the Great flex their muscles), and **Teutoburger Wald** 9AD (3 Roman legions get their ass kicked by Arminius's Germanic tribes). The mechanics are quite simple and elegant, with special rules applicable to particular scenarios. Components include 2 double-sided 22"x17" maps & 400 colourful counters. **$55.00**

GMT **GREAT BATTLES OF ALEXANDER** ***
Recreates the rather one-sided battles of **Chaeronea** 338BC, **The Granicus** 334BC, **Issus** 333BC & **Arbela-Guagamela** 331BC. Each can be combined to form a single campaign. Quite suitable for solitaire play. The components feature 600 counters and four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! **$80.00**

JUGGERNAUT A new scenario of the Battle of Hydaspes: the Macedonians take on the rajah Porus and his elephant army. Features some new rules & 100 counters. **$30.00**

WES **IMPERIUM ROMANUM II** ***

365 scenarios (civil & external) recreate 700 years of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. The rules cover fortifications, taxation, recruiting, amphibious invasion, road building, foraging, baggage trains, sieges, deforestation, morale, rebellions, political factions, plunder, pirates, militia, random events, divine intervention, and more! 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map (50 miles per hex) covers the ancient world from Britannia to Parthia **$70.00**

3W **IMPERATOR** **

1 to 5 players assume the mantle of ancient kings or emperors, vying with one another for the fruits of power and the acclaim of history. Each ruler can either choose to pursue a career of conquest, or attempt to expand their empire through trade and economic development. Contains 15 scenarios (from 1700BC to 1200AD), 400 counters (fleets, armies, cities, traders, raiders, leaders, etc) and a 22"x34" map (covering the Middle East, Mediterranean Basin & Europe). Features seasonal turns, trade income, intriguing court events, disturbing major events, army upkeep, divine intervention (which is available in Barbarian, Polytheistic & Monotheistic varieties!), royal marriages, (player) monument construction, etc. Due soon? **$50.00**

VIC (THE) **PELOPONNESIAN WAR** **

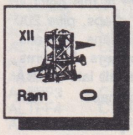
Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes!) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **$75.00**

AH **REPUBLIC OF ROME** ***

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **$85.00**

GMT **SPQR - THE ROMAN ART OF WAR** **

Features **Cannae**: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. **Beneventum**: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpiones. **Zama**: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. **Cynoscephalae**: a classic legion vs. phalanx battle fought between Rome & Macedon on a rocky ridge shrouded in fog! **Bagradas Plains**: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. **$85.00**



AH **SIEGE OF JERUSALEM** ***

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x[illegible]" city mapsheet (50 meters per hex) & 696 counters (200 men per uni[illegible] **$80.00**

MIDDLE AGES & BEYOND

3W (THE) **BLACK PRINCE** **

Four battles from the 100 years war: **Crecy** (French knights get the point of English longbows), **Poitiers** (Prince Edward makes a defiant stand against waves of Frenchmen), **Navarette** (Pedro the Bad and Edward fight Spain & France for the throne of Castile), & **Verneuil** (a no-quarters given engagement between the Duke of Bedford and a combined French/Scots force). The rules feature heavy cavalry charges, command control, archer ammunition expenditure, and demoralisation. With two double-sided 22"x17" maps and 400 counters. Due soon? **$50.00**

3W **CROSSBOWS AND CANNONS** **

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: **Pavia** 1525 (France vs. the Holy Roman Empire for control of a city), **Garigliano** 1503 (In Italy the Spanish army of Cordovo surprise the festive French), **Ravenna** 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery!), and **Bicocca** 1522 (Swiss mercenaries, who were the world's best pike units, lose their hard-won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. **$50.00**

AH **KINGMAKER** **

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **$55.00**

AH **NEW WORLD** *

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer and ultimately colonise the Americas. Players must build fleets to transport people to the New World, and to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, and facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, and incursions (polite word for war) by foreign powers intent on plunder. **$45.00**

3W **ROYALISTS & ROUNDHEADS** **

English Civil War quad game featuring the battles of **Marston Moor** 1644 (5 armies fight for control of northern England), **Naseby** 1645 (King Charles & Prince Rupert face Sir Fairfax & Cromwell, with Oxford and the Crown up for grabs), **Justice Mills** 1644 (Royalist forces clash with Scottish covenanters at the gates of Aberdeen), and **Kilsyth** 1645 (a vicious Scottish bloodbath between western-clan highlanders and the Auchinvalley covenanters). Muskets & artillery, the precursors to modern warfare, begin their dominace over rapiers, pikes, crossbows & lances. Contains two double-sided 17"x22" maps & 400 counters. **$35.00**

3W **ROYALISTS & ROUNDHEADS II** **

Four more English Civil War games: **Edgehill** 1642 (the 1st major battle - King Charles' Royalist army clashes with the Earl of Essex's Parliamentary forces), **Fyvie** 1644 (Covenanters launch successive assaults against Montrose's Royalists in revenge of the sacking of Aberdeen), **Auldearn** 1645 (Montrose again has his leadership abilities tested by a bungled covenanter surprise attack), **Alford** 1645 (Montrose's Royalists, weakened at Auldearn, face a new covenanter army with no quarter asked, and none given). Contains 300 counters & two doubled-sided 22"x17" maps. A very playable, entertaining system. **$50.00**

MB **SHOGUN** **

2 to 5 players can participate in this very entertaining game of empire building in feudal Japan. Carefully established alliances, and their sudden deceitful forfeiture, has as much influence over the struggle for power as conventional military confrontations. Mechanics include economic strategy, leader experience, ninja assassinations, fortresses and ronin mercenaries. Features a large mapboard divided by provinces, and 406 plastic 25mm miniatures. **$90.00**

3W **THE CRUSADES** *

4 games of Western (Christian) Europe's campaign against Muslim domination in the Near East: **Antioch** 1098 (Duke Godfrey's cavalry, after surviving 21 days of seige, do a Desert Storm on the Emir of Mosul), **Ascalon** 1099 (the fate of Jerusalem lies at Arsouf where Godfrey's Crusaders clash with the Egyptian Emir's forces), **Acre** 1189 (King Guy's siege of Acre is interrupted by a relieving force of Turks led by Saladin), and **Arsouf** 1191 (with Jerusalem in his sights, Richard the Lion Hearted marches on Jaffa with Saladin in hot pursuit). 400 counters & two 17"x22" double-sided maps. Suitable for solitiare play. **$50.00**

NAPOLEONIC ERA

AH **EMPIRES IN ARMS** ****

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 huge campaigns. **$80.00**

COA **LA BATAILLE D' AUERSTAEDT** 3rd Edition ***

October 1806 - Friederich Wilhelm III's Prussian army reverses its drive on the Rhine and begins withdrawing to Magdeburg, where it collides with Davout's outnumbered III Corps. Features Marshal Enterprise's award-winning Napoleonic system which stresses unit orientation, formation (ie: column, line, general order, square, road column & skirmish) and morale, with detailed rules for cavalry & artillery. One hex equals 100 meters, whilst each counter represents regiments, battalions & batteries. With 448 counter and 22"x34" map.**$55.00**

COA **LA BATAILLE DE LIGNY** ***

Napoleon had again taken the Imperial throne of France. Quickly he harnessed the exuberant populace for war, for the Prussians and English were moving against him. Napoleon's armies crossed into Belgium to engage the Prussians, thus denying the central ground to England. The following day Blucher's massive army faced the French *Armee du Nord* from across Ligny Creek. This game overs the opening battles of the Waterloo campaign at regiment & battalion level. Features the much vaunted new standard rules and very impressive graphics, with four 34"x22" maps plus 840 counters. **$80.00**

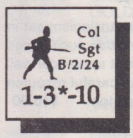
COA **LA BATAILLE DE MONT ST. JEAN** ***
Expansion game to be used in conjunction with Ligny & Quatre Bras (see above), allowing players to partake in the epochal clash at the Waterloo battlefield. Components include four 22"x34" maps and an exclusive rulebook. Not recommended for the faint hearted! **TBA**

GDW & COA **LA BATAILLE DE MOSCOWA** ***
With the largest field army assembled in West Europe, France invaded Russia. Pursuing the elusive Imperial army, Napoleon sought to confront the enemy in a grand battle that would decide the war. At the very gates of Moscow Napoleon won, then lost the struggle for Russia. TRhis huge game contains four 3-colour 22"x28" maps (100 meters per hex) & 1400 counters (regiments, battalions & batteries). A reprint of an award-winning 1976 game. **$100.00**

COA **LA BATAILLE DE QUATRE BRAS** ***
When, in 1815, the left wing of the Armee du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map and 600 superb counters. All units are rated for type (line, light, guard, elite, skirmish), melee and fire combat, morale, movement, plus range. Recommended for buffs. **$55.00**

COA **NAPOLEON AT LEIPZIG** ***
1813: after defeat in Russia, Napoleon desperately seeks to regain the initative in Germany. Prussia and Austria turn against him, joining Sweden and the massive armies of Tsarist Russia. But Napoleon strikes before they gather their potent stength, and with his loyal Poles, Italians, Saxons & Rhinelanders he defeats his enemies first at at Lutzen, then at Bautzen and Dresden! It is not enough, and Napoleon's 175,000 weary troops recoil to Leipzig in preparation for another lunge. But they are quickly surrounded, and the final battle begins! This 1 to 8 player game has variable complexity levels, introductory scenarios, 350 counters & two 34"x22" maps.**$45.00**

3W **NAPOLEON'S LATER BATTLES I** **
1812 - Napoleon's grizzled legions attempt an assault on Smolensk, a walled city sprawled along the Dnieper. Eventually the Russian defenders are forced from the suburbs and pursed by the French, but a stout rear-guard action at Lubino allows them to escape, and thus face the invaders yet again at Borodino. Features 2 scenarios: **Smolensk** & **Lubino**, plus a variant campaign (the Russians make their stand at Smolensk rather than Borodino). With two 34"x22" maps, 400 counters (regimental level), and solitaire options.**$45.00**



3W **RORKE'S DRIFT & THE BOER WAR** **/*
Rorke's Drift: Counters represent individual British soldiers or seven Zulu warriors. Mechanics include fire-spear attacks, sniper suppression, fatigue, ammunition depletion & barricades. Contains a 22"x34" map, 400 counters & 5 scenarios. **The Boer War**: A low-complexity campaign game of the 1899 guerrilla war that includes rules for individual leaders, Boer evasion & infiltration, armored trains, British disease attrition, concentration camps and Kitchener's scorched-earth policy. With a 22"x34" map & 200 counters. **$40.00**

COA **THE EMPEROR RETURNS** ***
Recreates the crucial struggle for supremacy between the French *Armee du Nord* and the 7th Coalition in 1815. This was a crucial struggle for the brilliant Napoleon, his outnumbered yet resolute force had to control the middle ground between the Prussians & English in order to engage them indivjdually. Historically this led to the legendary battles of Quatre Bras, Ligny, and Waterloo, but players obviously have the benefit of hindsight with which to pursue altern-ative goals - the potential strategies for both sides are ripe with possibilities! With 240 counters (brigades, divisions, corps & individual leaders) plus a 22"x34" map (2 miles per hex). **$35.00**

AH **WAR AND PEACE** **
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant dis-regard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **$60.00**

AH **WOODEN SHIPS & IRON MEN** **
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grappling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **$60.00**

THE AMERICAN CIVIL WAR

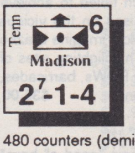
GDW **A HOUSE DIVIDED** 2nd Ed. *
An excellent introductory-level grand-strategy game, covering this brutal secessionist war from 1861 to 1865, and emphasising strategic goals, lines of communication & accumulative unit combat experience. Contains 160 counters and a 17"x22" mapboard with city/location boxes connected by transportation lines. The rules are informative, and very easy to learn, with advanced & optional mechanics to spice things up. Some **Strategy & Tactics** hack said "...An incredibly fun game. A must-buy!" - believe him. **$55.00**

TGI **BARREN VICTORY** **
Covers the 3-day 1863 Battle of Chickamauga, where the Confederates hoped to avenge the whipping they suffered at both Gettysburg and Vicksburg by achieving a decisive victory in the west - and for once the South's forces, the Army of Tennessee with support from the Army of Northern Virginia, outnumbered the Federals. Includes two 22"x34" maps (200 yards per hex) and 560 counters (Brigade scale with 100 man steps). The mechanics feature 5 states of morale (Blood Lust included), a close combat system, advanced command rules, minor variants with optional troops, and 6 scenarios. **$50.00**

COA **CAMPAIGNS OF ROBERT E. LEE** ***
A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc, etc! Components include 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! **$60.00**

COA **CAMPAIGNS OF THE CIVIL WAR** *
Contains two solitaire scenarios: **Chancellorsville** Robert E. Lee outmaneuvered & outfought the numerically superior Army of the Potomac, despite the Union's brilliant start to the battle. At **Vicksberg** the decision was reversed - here U.S. Grant unexpectedly went on the offensive against a larger foe, and despite some daunting terrain he defeated his Confederate opponents in detail and captured the city. Components include two 17"x22" maps (divided into strategic squares), plus 100 counters (representing divisions, brigades, leaders, ironclads, transports & reconnaissance companies). Includes rules for two players. **$40.00**

COA **CHANCELLORSVILLE Pinnacle of Victory** ***
In 1863 the Army of the Potomac, reforged in spirit & material after an earlier debacle, again sought to wrest control of Fredericksburg from the tenacious Army of Northern Virginia. Although greatly outnumbered, an audacious Robert E. Lee mastered the battle and crushed the Union forces as they traversed the Wilderness, much to Lincoln's despair. Includes three 22"x34" maps (265 yards per hex) & 480 counters (half-brigades). Rules include bridging & entrenching techniques, plus an assortment of random events to plague both sides! **$50.00**



FGA **CIVIL WAR CLASSICS Vol. 1** **
Covers two 1862 battles: **Pea Ridge** a decisive battle for control of Missouri, plus **Shiloh**: the battle for Tennesse where U.S. Grant faced furious Confederate assaults at Pittsberg Landing. Includes short introductory scenarios, as well as more detailed & lengthy games. Mechanics include gunboats, night fighting, encampments, unit activation, fire & melee combat, leadership modifiers & variable morale effects. Contains 480 counters (demi-brigade), a 22"x34" map (Shiloh), plus a 17"x22" map (Pea Ridge).**$25.00**

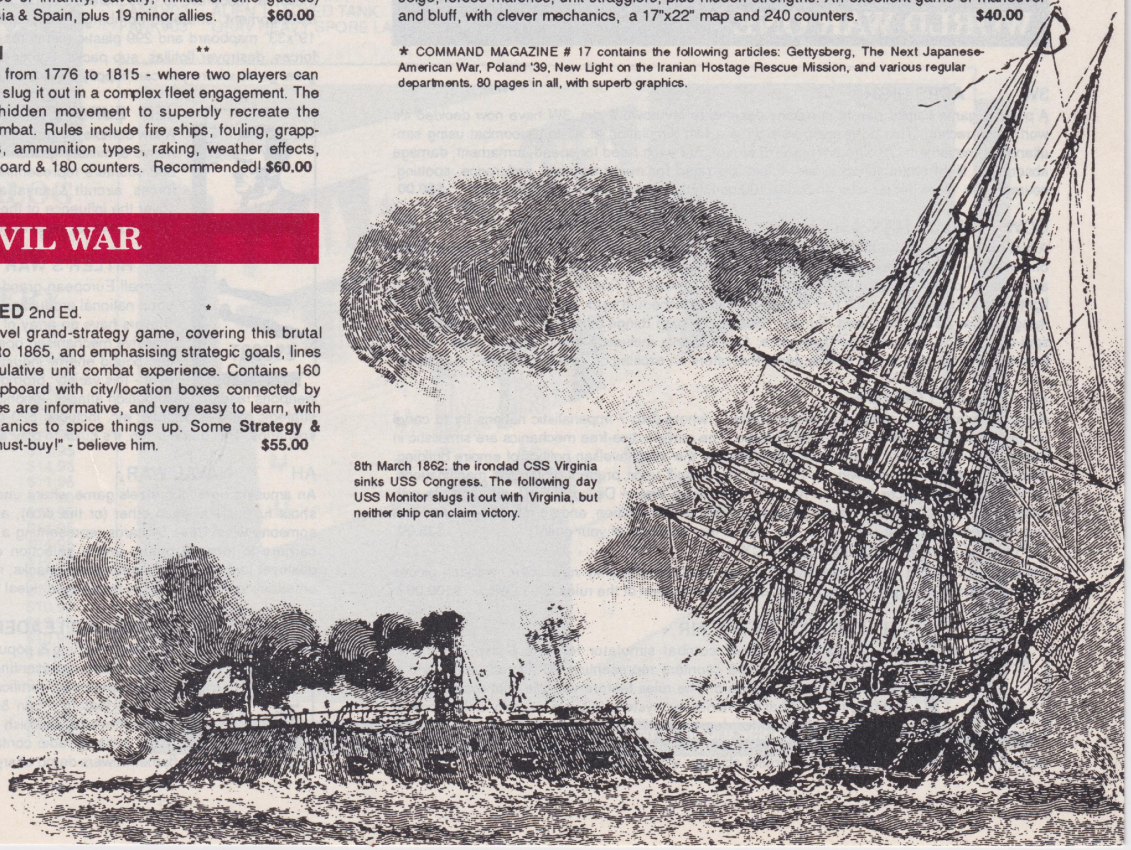
COM **GETTYSBURG** - LEE'S GREATEST GAMBLE **
July 1863: Lee's Army of Northern Virgina, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This game appears in **Command Magazine*** issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. **$15.00**

TGI **IN THEIR QUIET FIELDS** **
The Confederate campaign in Maryland has failed; the Army of Northern Virginia, depleted by combat loses & stragglers, faces an enemy twice its size. But Robert E. Lee elects to march on Antietam, knowing that the rebel spirit remains undaunted, and therefore the battle is as yet unfinished. A tense simulation containing 560 counters (Brigade scale with 100-man steps), and a 22"x28" map (200 yards per hex). Mechanics include command points, written orders, order acceptance rolls, panic, emergency retreats, command radii, unit facing, extended lines, force marches, stragglers, close combat, artillery supply, etc. **$50.00**

COA **MARCHING THROUGH GEORGIA** **
Sherman's three Union Armies battle the Army of Tennessee, although numerically inferior the Confederates were very tenacious in defense. Sherman sought to outflank the rebel lines and capture Atlanta, thus denying the enemy their foundries & raillines. This is a contest of strategic maneuver, with combat resolved on a tactical display where unit strengths remain hidden until assaulted or probed. Contains two 17"x22" maps, 240 counters, 3 scenarios, a 40-turn campaign, and mechanics with quite subtle nuances. **$40.00**

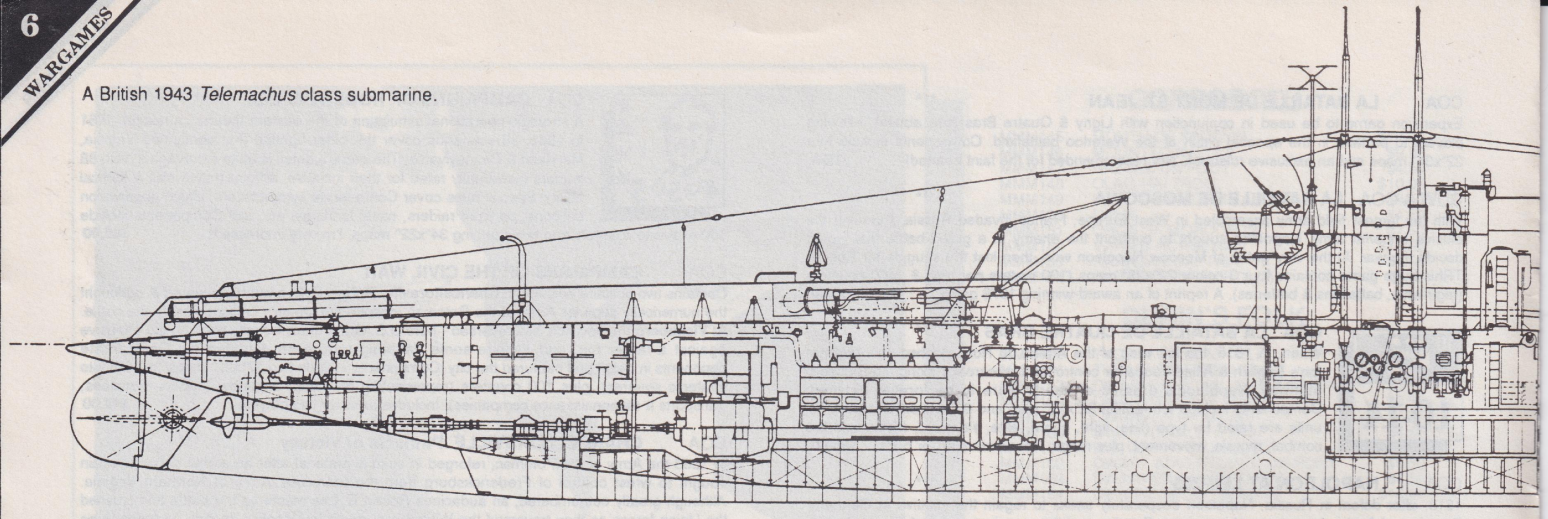
COA **MISSISSIPPI FORTRESS** **
A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to split the Confederacy by capturing the Mississ-ippi River valley. To achieve this goal the Union had to control the central ground between two Rebel Armies, plus capture daunting Vicksburg and Port Hudson. Rules include weather, gunboats, shore batteries, the grueling Vicksberg seige, forced marches, unit stragglers, plus hidden strengths. An excellent game of maneuver and bluff, with clever mechanics, a 17"x22" map and 240 counters. **$40.00**

* COMMAND MAGAZINE # 17 contains the following articles: Gettysberg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics.



8th March 1862: the ironclad CSS Virginia sinks USS Congress. The following day USS Monitor slugs it out with Virginia, but neither ship can claim victory.

A British 1943 *Telemachus* class submarine.

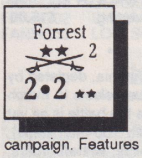


3W **RAID ON RICHMOND** **

In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything of substance. Quite uneventful indeed, but his game hypothesises on the vicious urban brawl that could have errupted had Kilpatrick not ignobly fled the field - imagine brazen Union cavalry riding amok in the streets! Includes two 22"x24" city maps highlighting sites of political/military value & 300 counters. Mechanics cover releasing & arming POWs, barricades, commandeering transport, slave evacuation, plus leader capture or executions. **$35.00**

AH **STONEWALL JACKSON'S WAY** *** (?)

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. This game will link-up with future ACW releases, due Nov? **$80.00**



VIC **THE CIVIL WAR** 1861 - 1865 ***

A grandiose game that encompases both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. **$65.00**

COA **WAR FOR THE UNION** **

A non-complex grand strategy game that covers the entire civil war. Mechanics include industrial centers, variable troop quality, Southern recruiting practices, et al. This game should feature a 22"x34" map, 600 counters, several short scenarios and a campaign. Optional variants will include such things as British or French intervention! Due soon - I hope! **$65.00?**

SDI **1862** **

4 short (about 3 hours) scenarios that stress the problems of command & troop morale. Features - **Antietam**: outnumbered 3 to 1, can Robert E. Lee & the Army of Nothern Virginia outsmart McClellan again? **Murfreesboro**: the Union marches on Atlanta, and in the process gets soundly walloped by a rebel ambush. **Seven Pines**: the powerful Army of the Potomac tries to wrest control of Richmond, the Rebel capital. **Fort Donelson**: U.S. Grant traps the Confederates on the Cumberland River, in the strongest fort in the country. Contains two doubled-sided 17"x22" maps & 400 counters (scale: regiments & divisions). **$40.00**

WORLD WAR ONE

3W **ACES HIGH** **

A popular game whose parent company decided to lay down & die, 3W have now decided it's worth resurrecting. This born-again version is a fast simulation of air-to-air combat using simultaneous-movement. 72 different types of aircraft are each rated for speed, armament, damage absorption, flight characteristics, etc. Pilots are rated for marksmanship, endurance, spotting, courage, etc. More details later. Includes 100 counters, log pad, map, etc. Due soon? **$50.00**

GDW **BLUE MAX** 2nd Edtion *

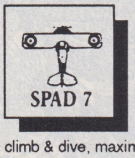
A fast multi-player game of grueling dogfights over the battlefields of France. Each player pilots one or more aircraft, each of which has a record sheet to log fuel & ammo expenditure, as well as damage to various structural parts. There are 7 British, 3 French, 2 American & 9 German fighters to choose from - each has its own maneuver schedule card, which highlights the plane's flying abilities as per its speed. Further rules cover such things as five altitude levels, damage spin-outs, tailing, fire damage, and more. Components include a bland 22"x28" map, but 60 beautiful aircraft counters! A simple game that offers an exciting contest for all ages. **$55.00**

AH **DIPLOMACY** *

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **$35.00**

DIPLOMACY - **DELUXE DIPLOMACY**

Same as above, but more expensive. This set features a spunky new cover, wooden pieces with flag decals, a single-fold mapboard, plus a new version of the rules. Due Dec. **$100.00?**



AH **KNIGHTS OF THE AIR** **

This is a superior aerial combat simulator for 1 to 6 aspiring pilots. Components include 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. The rules feature variable pilot experience, a fast-playing card-based maneuver system (players secretly select one of 11 cards, each rated for degree of difficulty - novice pilots & poor aircraft have maneuver restrictions), and historic aircraft capabilities (for rates of climb & dive, maximun & stall speed, turning abilities, etc). A great quality, fun game. **$50.00**

3W **SALVO II** **

Recreates the naval war between Germany & England, with 9 historical & hypothetical scenarios. The mechinics cover such things as gunnery, torpedoes, damage control, sun glare, wind speed, fleet formations, crew & ammunition quality, mines, etc. Components include 400 counters (individual capital ships plus screening units of cruisers & destroyers) with a 22"x34" map (2,000 yards per hex). Due soon? **$45.00**

ADG **FATAL ALLIANCES** ***

A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 9 nations), A4 map overlays (WWI central Europe & WWI Scandinavian Off Map Box variant)., a 28 page rulebook, plus a Build & Morale chart. **$40.00**

PAN **WARLORDS** **

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a bastard helps too! **$10.00**

WORLD WAR TWO

AH **ADVANCED THIRD REICH** ****

A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **$90.00**

MB **AXIS & ALLIES** **

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **$90.00**

JED **EUROPE AT WAR** *

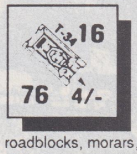
A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **$20.00**

AH **HITLER'S WAR** **

A small European grand-strategy campaign. Ultimate victory will depend upon national production schedules, research direction & battlefield goals. Players have an array of choices for their economic & military strategies - massive mechanised operations can gain real estate, huge bomber fleets can pound enemy industry, wonder weapons can be developed, or whatever - this variety promotes an appealing contest. The mechanics feature weapons research, explotation attacks, amphibious invasions, fortifications, partisans, U-Boats, strategic missiles, morale, etc. Includes 520 counters (mostly chits), a 16"x22" mapboard & 3 scenarios. This game is fun, it's quick to play and doesn't take up much room. **$30.00**

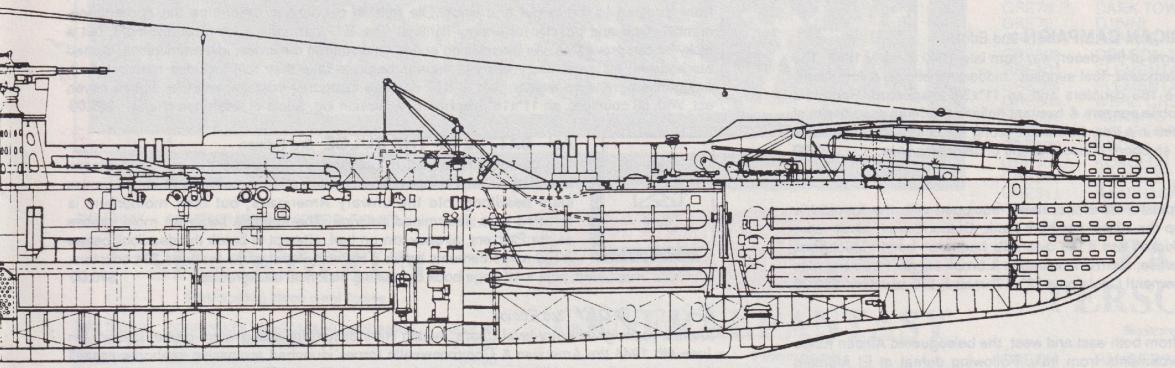
AH **NAVAL WAR** *

An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destoyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **$25.00**



AH **SQUAD LEADER** 4th Edition ***

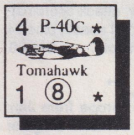
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, morars, flamethrowers demo charges, AT guns, and so much more! **$70.00**



AH **UP FRONT** **
This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Com-ponents include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more.**$50.00**

UP FRONT - **BANZAI** **
An expansion set that introduces English & Japanese forces to UP FRONT. Features new rules for jungle warfare & solitaire play. Contains 80 cards, 63 counters & 12 scenarios. Boxed**$15.00**

UP FRONT - **DESERT WAR** **
Features French & Italians units, desert rules, plus 7 scenario reference tables for all of the UP FRONT combatants (for tournaments or DYO?). Contains 70 cards and 63 counters. **$10.00**



ADG **WORLD IN FLAMES** 5th Edition ***
Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **$75.00**

WORLD IN FLAMES - **DAYS OF DECISION** ***
A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), a 24"x16" political map, a mini-map of Spain, etc. **$50.00**

WORLD IN FLAMES - **PLANES IN FLAMES** (refer to sample counter above) **
Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. **$40.00**

TSR **WWII - EUROPEAN THEATER** ***
Another one of those pseudo-monster grand strategy games for 2 to 5 dedicated players (whose social life will suffer accordingly), covering the European and Middle East conflict from 1939 to 1945. The mechanics cover air & naval operations, production, leaders, weather, strategic warfare, supply, politics, historical considerations, unique USSR rules, etc. You want detail fanboy? - Each Seasonal Turn features 4 phases & 10 steps, while Monthly Turns contain 6 phases & 28 steps! Components include two beautiful 23"x34" maps (50 miles per hex) & 1200 counters (representing forces from 19 nations).**$85.00**

ADVANCED SQUAD LEADER

Without doubt this is the most realistic and historically detailed tactical WWII system available. Production standards are excellent, featuring superb graphics and very intricate game mechanics - 2 minutes per turn, 40 metres per hex, and counters representing squads of 5 to 10 troops, single vehicles, leaders, or support weapons. We suggest that players first familiarise themselves with SQUAD LEADER before purchasing ASL. Be prepared for a lot of reading!

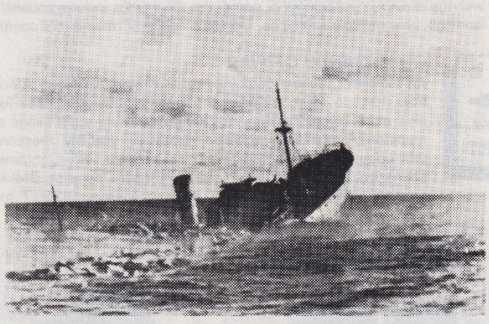
AH **ADVANCED SQUAD LEADER** ****
THIS IS ONLY A RULEBOOK - more specifically a sturdy 3-ring binder with an attarctive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production!**$80.00**

AH **ASL ANNUAL '89**
64 pages with 18 scenarios. Articles include a study of US/USSR manpower & material in ASL, historical commentary on SL with a comprehensive index, a bit of fun on Scotish Pipers with counter-art, the 8 steps to *winning* ASL tournaments, on-board mortars, and more! **$25.00**

AH **ASL ANNUAL '90**
64 pages with 19 scenarios. Articles include Italian manpower & material in ASL, programmed instructions for ASL from a SL hack, reference notes on US paras, partisans in ASL, the 8 steps to *enjoying* ASL tournaments, Soviet mine dog stats with counter art, and more. **$25.00**

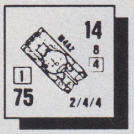
AH **ASL ANNUAL '91**
64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. **$25.00**

AH **ASL ANNUAL '92**
80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. **$25.00**



MODULE 1 **BEYOND VALOR**
Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. **$90.00**

MODULE 2 **PARATROOPER**
This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. **$50.00**



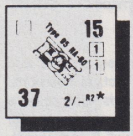
MODULE 3 **YANKS**
Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **$90.00**

MODULE 4 **PARTISAN!**
Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32).**$40.00**

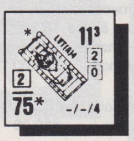
MODULE 5 **WEST OF ALAMEIN**
An expansion set that features the British army, with 1264 counters representing eveything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **$99.00**

MODULE 6 **THE LAST HURRAH!**
Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia (one has Polish Uhlan cavalry tackling Panzer IIA's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors).**$40.00**

MODULE 7 **HOLLOW LEGIONS**
This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N.**$60.00**



MODULE 8 **CODE OF BUSHIDO**
Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. **$99.00**



MODULE 9 **GUNG-HO!**
Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. **$99.00**

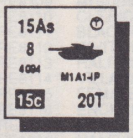
MODULE 10 **CROIX DE GUERRE** (Due Dec. - I hope!)
The French expansion set with several counter-sheets, 8 scenarios & 2 mapboards (?).**$80.00**

AFRICAN CAMPAIGN

JED (THE) **AFRICAN CAMPAIGN** 2nd Edition *
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. **$25.00**

GDW **BLOODY KASSERINE** **
Tunisia 1943: Rommel's 21st & 10th panzer divisions, newly equipped with the formidable Tiger, prepare to sortie forth and roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, they could have kicked ass if the dice rolls had been better. Mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus varient options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. **$40.00**

GDW **RACE FOR TUNIS** **
Hemmed in by advancing Allied forces from both east and west, the beleaguered African Korps desperately fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully compatable with the BLOODY KASSERINE game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. Contains a 22"x17" map & 176 counters. **$45.00**

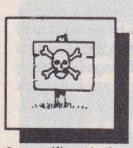


GDW **SANDS OF WAR** ***
An excellent tactical combined-arms system for North African conflicts, from 1941 to 1991. Includes 5 pages of 'jump-start' rules for beginners, plus more comprehensive mechanics covering such things as advanced munitions, amphibious vehicles, obstacles, visibility, reaction movement, unit cohesion, helicopters, chemical warfare, etc. Contains 31 historic scenarios (8 of them WW2), ranging from Operation Brevity, to Desert Storm, plus a DYO section. Components include 880 counters & sixteen 11"x17" maps. **$80.00**

On the night of September 13 1942, British irregular units conducted daring raids against prime targets behind enemy lines - Benghazi, Barce & Tobruk. All three operations were costly failures.

WESTERN FRONT

GMT **AIR BRIDGE TO VICTORY** **
In an attempt to outflank the formidable German Rhine defenses three airborne divisions are dropped *en masse* to capture bridges along a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if their armour is to exploit this bold operation. A Battalion level game with rules for initiative, automatic victory, air support, close assault, engineers & integrated maneuver combat. Contains 300 counters, plus 22"x34" & 22"x17" maps. **$60.00**

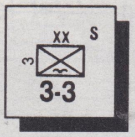


VIC **AMBUSH!** **
Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satched charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. **$80.00**

MODULE 1 **MOVE OUT!**
This expansion set contains 60 new character & vehicle cards, 11 extra missions, AMBUSH! errata, rules for radios, and some clarifications on common rules misinterpretation. **$30.00**

MODULE 2 **PURPLE HEART**
Contains 60 new character & vehicle cards, 13 very difficult missions, 108 counters, a 16"x22" map, two 11"x16" maps, more rules clarifications & errata, new tank actions, and more. **$55.00**

AH **B-17 QUEEN OF THE SKIES** *
A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. **$50.00**



AH **BATTLE OF THE BULGE** 3rd Edition *
The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. **$40.00**

AH **D-DAY** 3rd Edition *
Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **$40.00**

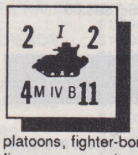
JED **FORTRESS EUROPA** **
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap! **$12.00**

3W **HITLER'S LAST GAMBLE** ***
In a desperate bid to drive a wedge between the British & American armies, thus shattering their inexorable advance, 19 refurbished German divisions were directed to capture Antwerp in an unexpected offensive thru the heavily forested Ardennes in Belgium. The comprehensive rules feature reserves, reaction & exploitation phases, engineers, tactical air power, ground conditions, Allied fuel dumps, operations Spatlese & Grief, armor superiority, attack coordination, weather, roadblocks, Tiger battalions, unit fatigue, elite troop tenacity, road space, plus 24 historical variants and much more! Contains 800 counters and two 21"x32" maps. **$45.00**

AH **LUFTWAFFE** **
Covers the American strategic bombing campaign in Europe from Jan. 1943 to April '45. The U.S. player must sortie flights of bombers & fighter escorts to destroy key industrial targets, particularly aircraft factories. The Germans must blunt these devastating strikes with their flak & formidable interceptors, but limited air assets means that shrewd judgement of enemy objectives is vital. What develops is an aerial slugfest, gaps in the U.S. fleet are quickly plugged by reinforcements, whereas German replenishment is proportional to the number of aircraft factories remaining! Contains 277 counters & three 8"x22" mapboards. **$40.**

VIC **OPEN FIRE** **
A solitaire campaign game based on the mechanics of AMBUSH!, the player commands a U.S. tank platoon, while the hidden German foe is controlled by mission cards and programmed paragraphs. The rules feature using captured vehicles, close & charge assault, mines, bunkers, morale, improved crew skills, air support, smoke, panic, and a variety of vehicles with which to to select a unit - from the homely M4A1 Sherman to the ass-kicking Pershing! Contains six missions, 210 counters and a 22"x32" map (50 metres per hex). **$50.00**

GMT **OPERATION MERCURY** (due Jan. '93?) ?
Operational level game covering the battle for Crete in 1941, where German paratroopers & tenacious Commonwealth troops fought for control of the airfields & ports. Rules allow units to attack via maneuver, bombardment or assault combat, and include paradrops, amphibious landings, Allied tanks, automatic victory conditions, the air-naval battle, & British night tactical superiority. Contains 300 counters (company & battalion level) and two 22"x34" maps. **$60.00**



AH **PANZER LEADER** **
A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cards, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. **$65.00**

PANZER LEADER **1940 VARIANT** This superb supplement contains 192 new counters (for German, French & British equipment), 10 scenarios, and an historical overview. **$18.00**

WES **R.A.F.** **
This is an exception solitaire game that recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Components include 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is challenging, with enough variables to make each play different. **$60.00**

AH **RAID ON ST. NAZAIRE** **
At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolition teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. Contains 260 counters & a point-to-point system 16"x33" mapboard. **$65.00**

S&T **SALERNO** - THE ITALIAN CAMPAIGN **
This is the game in Strategy & Tactics magazine #150, an operational-level simulation of the Allied seaborne landings in Southern Italy in September 1943, and the subsequent battle for the interior. Features both an historical scenario, plus a variant that allows an alternative invasion site to be played. Components include a 22"x34" map (5 miles per hex) and 200 counters (regiments, brigades & battalions). Features a detailed article pertaining to the battle. **$15.00**

3W **SALVO!** **

A fast-playing game of battleship actions in both European & Pacific theatres. Includes hypothetical & historic scenarios, a 19"x24" map (2,000 yards per hex), and 200 counters (individual battleships or screening units). The mechanics feature torpedoes, damage control, maneuvers, friendly fire, mines, crew quality, shore batteries, and more. A quick-playing game for naval buffs who have an aversion to messy paperwork! More details later. Due soon? **$45.00**

3W **SINK THE BISMARK!** **

In May 1941 the German battleship *Bismark* & heavy cruiser *Prinz Eugen* begin operation *Rheinubung:* the destruction of Allied shipping in the Atlantic. This is an operational-level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, a pre-plotted German movement log, historical & hypothetical scenarios (ie: the *Scharnhorst* & *Gneisenau* joining in from Brest), and the vital role of aircraft. Contains 200 counters, and a map (75 miles per hex). Due soon? **$45.00**

VIC **SHELL SHOCK** ***

Players determine the composition of their squad(s) before play, and then purchase a variety of light & heavy assets (such as barbed wire, artillery support, AT weapons, HMGs, fox holes, etc). Components include 5 maps (10 yards per hex), 540 counters (individual vehicles & men) and 6 variable-ending missions. Mechanics feature individualy rated squad members, hidden defense, combat saavy, engineers, AFVs, mines, air support, fate, campaign play, and random events. Based on the suspense-filled AMBUSH! system, but for two or more players. **$30.00**

WES **ST. LO** ***

A month after the D-Day landings the Allies were struggling to break tenacious German resistance in the labyrinthine Normandy hedgerows. Concerned about the consequences of a determined counter-attack, the Americans were resolved to capture the fortified town of Saint Lo, and thus prepare the way for operation Cobra. The battalion-level mechanics feature fluctuating troop morale, the role of artillery observation, and the uncertainty of enemy movement (some units may move twice per turn). Includes a 34"x22" map & 400 counters. **$25.00**

JED **VICTORY AT SEA** *

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. **$30.00**

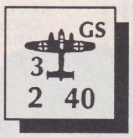
EASTERN FRONT

S&T **CASE GREEN** **

A magazine game from STRATEGY & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, ect. **$15.00**

COA **EDELWEISS** ****

Recreates the 1942 invasion of the Caucasus: two German armies attempt to capture the petroleum works deep in south-east Russia before a Soviet winter offensive can counter their drive. The excellent mechanics structured into eleven phases, with exclusive rules covering atmospheric & ground conditions, special terrain types, partisans, patrols, outposts, sabotage, caravans, command flexibility, mountain & jager divisions, oil brigades, airdrops, NKVD units, armoured trains, and more. Contains 4 scenarios, with a variant-history Order of Battle, 720 counters, and four very detailed 22"x34" maps. **$60.00**



COA **PRELUDE TO DISASTER** ***

On May 1942, 4 Soviet armies shatter the South Ukraine front. This unexpected 1,200 tank juggernaut threatens to crush the 6th Army, liberate Kharkov, and seize the Dnepr River crossings. German reinforcements, assembled for operation *Fridericus,* with concentrated air support are rushed into battle to hammer the flank of the Russian offensive. Mechanics include poor quality troops, airpower, partisans, variant-history reinforcements, plus optional (historic) command restrictions. Components feature 720 counters (divisions, regiments & brigades), and one 22"x34" map (5 miles per hex). **$50.00**

GMT **RED** (ARCTIC) **STORM** *** (?)

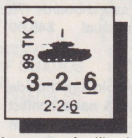
Covers the fiercely contested 1939 to 1940 Winter War - Russia invades Finland, but is unexpectedly humiliated time and again by the vastly outnumbered, valiant defenders. Components include 200 counters (at brigade, regiment & division level) and a 22"x34" map (24 kms per hex). Rules cover paratroop drops, amphibious assaults, the effects of severe weather, ski units, Scandanavian volunteers, and possible Western intervention. Due early '93? **$50.00**

JED **RUSSIAN CAMPAIGN** Series II *

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **$25.00**

GDW **STAND AND DIE** **

October 1941, along the motor highway on Borodino the 10th Panzer Division and *Das Reich* make a desperate lunge for Moscow before Soviet reinforcements and the onset of a severe winter finally blunt Hitler's offensiver. This crucial battle for Russia's capital is recreated at the company level, with 650 counters (featuring detailed differentiation between vehicle types, firepower & troop role), two 19"x28" mapboards (500 meters per hex), and 3 scenarios. The mechanics cover air support, air superiority, direct fire, indirect fire, reaction fire, close combat, command-control, morale, engineers, night fighting & substantial historic background. **$90.00**



AH **TURNING POINT: STALINGRAD** **

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). **$50.00**

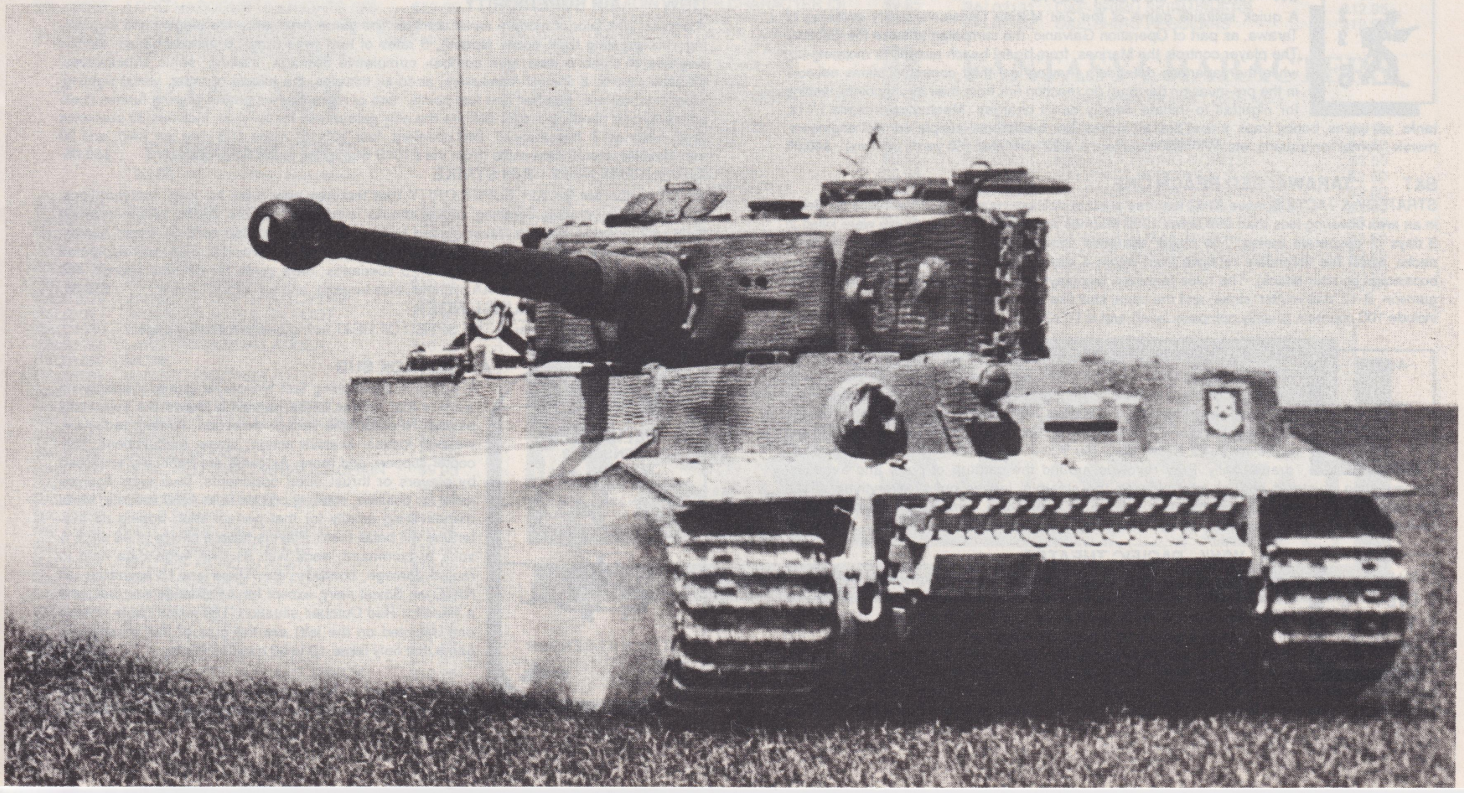
3W **ZITADELLE - DUEL FOR KURSK** **

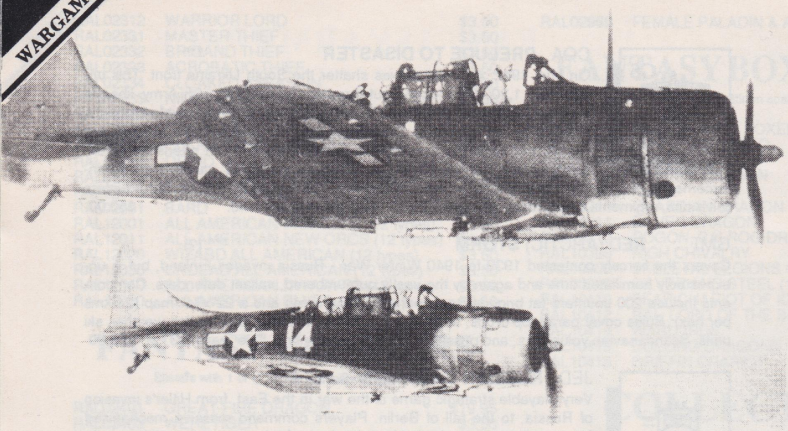
In July 1943 an armoured juggernaut equipped with Germany's best tools of destruction and finest warriors were ordered to crush the Kursk salient; built by the forewarned Soviets into a massive defensive system as deep as 110 miles in places, and bristling with staggered concentrations of weapons. Hitler's destiny in the East would be decided by this titanic clash. Components include a 34"x22" map and 400 counters (at brigade, regiment & battalion level) representing various types of armour, infantry, combat engineers, barrage units & bombers. Each 1-day turn consist of air, anti-tank, AT counter fire, assault & movement phases. **$50.00**

PACIFIC THEATRE

OME **CARRIER WAR** ***

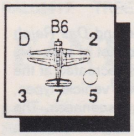
A strategic campaign game, from late 1941 to '44, with operational overtones. The focus is on the conduct of land, sea & air operations, with variable devlopments in technology, doctrine, training & production given a peripheral role. The mechanics include three levels of complexity, monthly turns, strategic bombing, airborne & amphibious operations, engineers, naval repairs, fortifications, air searches, submarines, solitaire-play options, and more! Features 7 scenarios, 800 counters (mainly divisions, individual capital ships, etc), and a 22"x30" map. **$50.00**





AH **GUADALCANAL** *

Covers the battles in and around the East Solomons, Santa Cruz, and Guadalcanal. There is an interesting parity betwen the belligerents - the Japanese fleet was the world's biggest, but the Allies had a larger air force. Mechanics should be about the same as MIDWAY, with search-boards and battle-boards. More details next catalogue. Due December, I think. **$45.00**



AH **MIDWAY** 2nd Edition *

After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. **$45.00**

GMT **OPERATION SHOESTRING** ***

In August 1942 the Marines landed at Guadalcanal, their hard-fought victory would turn the tide of Japanese expansion. This is a company-level game of the battle, with the air & naval conflict fully integrated with the ground fighting. The mechanics feature engineers, Japanese hidden units, limited US intelligence, close assault, improved positions, naval bombardments, Banzai charges, automatic victory conditions, fatigue, combat-supply, and more. With a 22"x34" map (1 mile per hex) and 600 counters. An evenly-matched contest for 1 to 4 players. **$65.00**

VIC **PACIFIC WAR** ****

In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-gnashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! **$100.00**

3W **"SCRATCH ONE FLAT TOP!"** **

A simulaton of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target aquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and two movement/search maps. More details next catalogue. Due soon? **$45.00**

3W **TARAWA: BLOODY BETIO** **

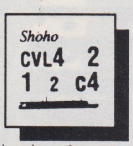
A quick solitaire game of the 2nd Marine Division's costly invasion of Tarawa, as part of Operation Galvanic; the campaign to seize the Gilberts. The player controls the Marines, from brutal beach assault to mopping-up, while the Japanese defenders (having lost their communications network in the pre-invasion barrage) do reaction fire from their strongpoints, waiting for nightfall to initiate deadly banzi charges. Mechanics include LVTs, tanks, pill boxes, booby traps, sniper fire, air strikes, bombardments, supply, combat engineers, morale, demolition squads, etc. With 200 counters & a 22"x34" map (60 yards per hex). **$40.00**

S&T **TARAWA: RED BEACH ONE** **

STRATEGY & TACTICS issue #142 features another solitaire recreation of the battle for Betio: in an area covering less than 290 acres 1000 Marines and about 3450 Japanese were killed in 3 days of desperate melee. The player assumes command of the beach-storming leather-necks, whilst the defenders retaliate from within a static defense of fortified positions (or an occasional counter-attack). The rules feature a two-player game, an optional reinforced Betio garrison, B-17 'daisycutter' strike, and the usual stuff like Am Tracs, airstrikes, ect. Components include 100 counters (mainly company level) and a 17"x22" map (100 yards per hex). **$12.00**

AH **VICTORY IN THE PACIFIC** 2nd Edition *

Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, and where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, and ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. **$55.00**



TSR **WWII - PACIFIC THEATRE** ***

This is a strategic level 1937 to 1945 campaign game with operational elements. The mechanics use monthly & seasonal turns, units appear in a historical sequence, while unit repairs & general construction are procured thru a nation's economic points. The two colourful 23"x34" maps (100 miles per hex) include a chunk of India, China & Mongolia, giving players a bit of elbow room. The 1200 counters include everything from fighter-bombers & paratroops, to engineers & destroyer escorts. There are 11 scenarios, & details for combining this game with WWII - EUROPEAN THEATRE (there goes your social life!). **$85.00**

POST WORLD WAR TWO

S&T **CHAD: THE TOYOTA WARS** ***

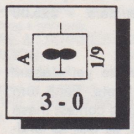
An interesting study for a wargame - the Chadian Civil War was a brutal conflict fought in typically uncompromising northern African terrain. The main protagonists were the Armed Forces of the North (pro U.S.) and the People's Armed Forces (pro Lybia). Assistance was sponsored by Lybia, America, France and the Organisation of African Unity. A total of 12 other smaller guerrilla factions participated, most with variable allegiances. The game covers both domestic details (such as drought, national GDP, foreign aid, tax, harvests, the military budget, etc) and military concerns (water supply, guerrilla sanctuaries, fortifications, airmobile assaults, Lybian/French intervention, SAMs, reconnaissance, etc). Certainly not for the faint-hearted! Includes 200 counters (company & battlion level) and a 22"x34 " map (35kms per hex). **$15.00**

VIC **FLASHPOINT: GOLAN!** ***

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). **$35.00**

GDW **SANDS OF WAR** ***

Detailed game of tactical combined-arms combat in the Middle East, from 1941 to 1991. Contains 31 scenarios (23 are post WW2), plus a DYO section. See page 7 for details. **$80.00**



GMT **SILVER BAYONET** ***

Vietnam 1965 - an NVA Division marches on the strategic town of Pleiku, with only a few grunts from two special forces camps to stop 'em. The 1st Cavalry Division, untried in combat but fully airmobile with over 400 choppers, is rushed into the Central Highlands to arrest the enemy's momentum. This is a company-level simulation that features automatic victory conditions, close assault, artillery/gunship/air support, hidden NVA units, limited US intelligence, observation helicopters, and more. Components include 200 counters, a 22"x34" map (1 mile per hex), 12 scenarios, plus a few "What if?" variants. **$50.00**

3W **TOMORROW THE WORLD** **

World War Two is over in 1944, the Germans and Japanese won. It's now 1948 and these two apocalyptic empires turn on one another for total mastery of the globe. The object of this game is to control the world's industrial centers, all 57 of 'em. The rules are simple & fluid (ie: land movement is via connected dots, each numbered for stacking limits), which promotes an aggressive, bloody contest. Players vie furiously for control of entire continents, slugging it out with armies of fanatic nationalists, foreign legions, and puppet-government cronies. Fleets of jet aircraft provide air support, while carrier groups and submarine packs prowl the oceans. Let's not forget the nukes, these noisy buggers clear blockages or sooth rebellions with ease. Features 5 scenarios, an intense campaign, 400 counters, and two 22"x34" maps. **$25.00**

VIC **VIETNAM 1965-1975** ****

A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, airmobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps (6 miles per hex). **$60.00**

WORLD WAR THREE

GDW **AIR SUPERIORITY** **

A popular simulator of modern aerial combat. The game mechanics are elegant and engross-ing, incorporating flight points (speed), 5 rates of turn (with drag), 6 altitude bands, various degrees of climb & dive, gun combat, cumulative damage, stalling, sonic shockwaves, damage control, 8 special maneuvers, air-to-air missiles, the effects of radar, visual sighting, electronic warfare, weather, and fuel points. Two or more players can engage in furious duels where aircraft handling & pilot skill are the only guarantees for survival. Includes 30 scenarios (both historical & hypothetical), 240 counters, four 10"x15" maps (1/3 mile per hex), and 30 very detailed aircraft data cards (from the F104S Starfigher, to the SU27 Flanker). **$60.00**

AIR SUPERIORITY - **AIR STRIKE** **

An expansion set for AIR SUPERIORITY that features new rules for load configurations, ground targets, strafing, bombing, rocket attacks, antiaircraft artillery, SAMs, terrain-following flight, antiradiation missiles, laser guided bombs, command guided rockets, smart bombs, night & adverse weather, adavanced turning & special maneuvers, plus and expanded sequence of play. Components include 25 scenarios, data cards for 32 new aircraft, 480 counters (featuring 38 different AA systems, plus targets), and six 10"x15" maps. **$55.00**

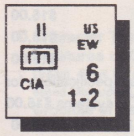
AIR SUPERIORITY - **GUNSLINGER** **

For further information, refer to THE SPEED OF HEAT listing on the following page.

AH **ATTACK SUB** *

A simple & devastating fast two-player game of submarine warfare that utilises cards, randomly drawn but selectively played, to determine sensor detection, contact reduction, weapon lockon, evasive action, range, malfunctions, heli-copter support, and more. As cards are frantically employed by players or thrust upon opponents, thus subs & ships jocky for position, evading probes from ASW vessels, whilst maneuvering quietly for that perfect shot, hoping no mis-fortune will befall them. Players have a choice of 48 ships & subs to command, each with its own large data card to record damage, contacts, etc. There are 13 scenarios, all NATO vs. Soviet navy, except for a Falklands war duel, and a 'Hunt for Red October' situation. 128 action cards (there's one depicted on the left) are the guts of this entertaining game that only takes 10 to 60 minutes to play. **$25.00**

Damnit! I've got to fill this bloody gap left on the bottom of this column, and I've run out of propaganda on ATTACK SUB.



VIC **CENTRAL AMERICA** ***

A grueling simulation of South American gunship diplomacy with 25 scenarios & campaigns detailing historic & hypothetical covert, guerrilla, insurgency & conventional military operations in Costa Rica, Nicaragua, Honduras & El Salvador. Components include 780 counters representing air & land (from company to brigade) forces from over 17 nations, & a 32"x22" map (15 miles per hex). The mechanics have three levels of complexity, covering political considerations, weather, chemical warfare, Arclite strikes, paradrops, amphibious assaults, supply depots, demolitions, CIA helicopters, special forces (including Mosad & SOG teams), aerial counterinsurgency, and much more. **$50.00**

GMT **CRISIS: KOREA 1995** ***?

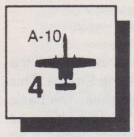
Features many scenarios portraying conflicts in and around the Korean peninsula. Components will include 600 counters (representing the air & land forces of North & South Korea, America, Australia, England, the United Nations & China), plus two maps. Due March? **$70.00**

AH **FIREPOWER** ***

Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness envirionments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, weapon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). **$60.00**

AH **FLIGHT LEADER** **

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **$50.00**



VIC **GULF STRIKE** 3rd Edtion ****

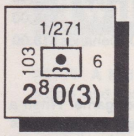
Quite a meaty Persian Gulf campaign game that concentrates on both the operational level (using a map scale of 28 kms per hex), and the stategic level (using a map scale of 280 kms per hex), with units able to move between the two. Strategic-level developments, such as global politics, reinforcements & supply, link directly with the blood 'n' guts tussle for real estate. Mechanics cover variable air missions, submarine warfare, chemical weapons, division breakdown & recombination, amphibious landings, special forces operations, artillery support, and engineers, with a special emphasis on supply networks & unit detection. Contains 1430 counters (representing forces from 16 nations, 64 *different* types of aircraft, 26 types of naval vessel, etc!), 5 maps, 7 scenarios, plus a Desert Shield kit. **$80.00**

GMT **HORNET LEADER** **

An engaging, relaxed solitaire game where the player leads a squadron of carrier-borne FA18 Hornets on various missions (ie: Air to Ground, Fighter Sweep or Fleet Air Defense) over foreign soil. Before any mission pilots, sections (pilot pairs) & weapons payload are selected, with each aircraft performing a certain role in the formation: air superiority, ground attack, etc. Everything is card based, with a colourful deck of 110 cards used to generate mission briefings, targets, events (A10 support, ECM failures, etc) & special conditions (storms, low clouds, etc). Includes 200 counters (munitions, MiGs, etc), a target display, pilot & mission log (for campaign play), a carrier display, & a special Iraq campaign map! Not very serious, but quite fun! **$65.00**

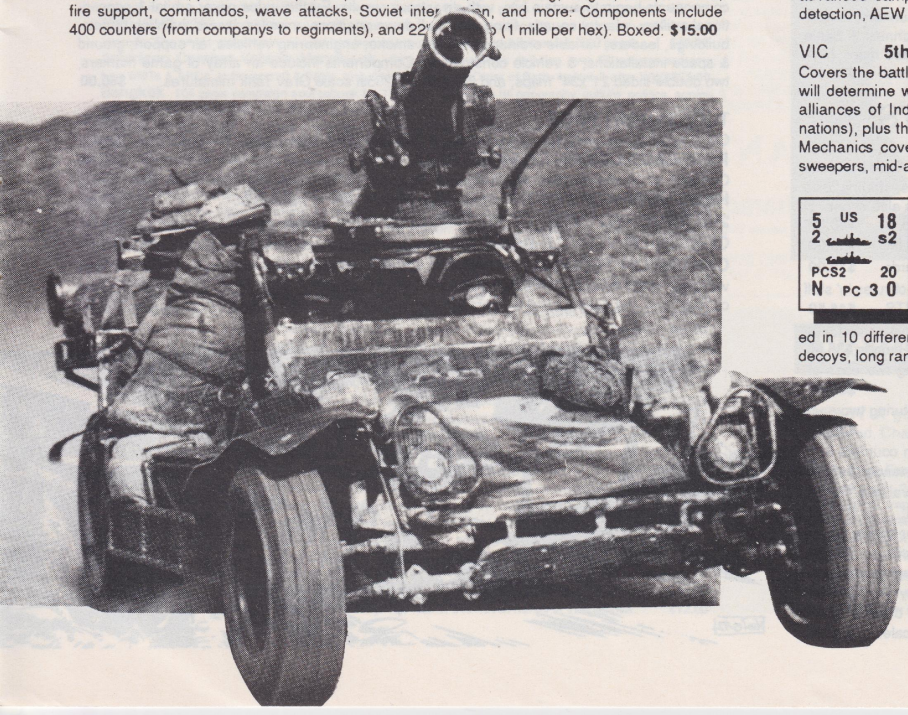
HORNET LEADER: **THUNDERBOLT & APACHE LEADER** **

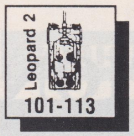
Same as above, but with the emphasis on ground-attack missions for teams of A10 tank busters & AH64 attack helicopters. Innovations include a 'battlefield configuration' on the display sheet that uses terrain cards to create the target's environment, and a 'sector map' used to indicate the positions of enemy battalions in relation to the air base. An entertaining solitaire card game for campaign play (WW3 in Europe) or a quick fix of cardboard violence! Includes 110 superbly illustrated cards, and 300 counters (some for HORNET LEADER). **$65.00**



3W **LIGHT DIVISION** **

Iran closes the Strait of Hormuz, severing the West's supply of oil. The U.S. President, upset his New World Order is being ignored by fanatical muslim barbarians, sends in the 29th Light Division to hold the fort until the Marines & Airborne can join the conflict. Despite the game's dubious premiss, this is a well designed combined-arms tussle between Rapid Deployment Forces and those who incur the President's wrath. Rules cover helicopters, parachute drops, amphibious assaults, entrenching, fatigue, air operations, fire support, commandos, wave attacks, Soviet inter[illegible]n, and more. Components include 400 counters (from companys to regiments), and 22"[illegible]p (1 mile per hex). Boxed. **$15.00**





AH **MBT** **

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. **$70.00**

SUP **SUPREMACY** **

Components include 370 plastic playing pieces, a 20"x30" global mapboard, a deck of 65 resource cards, and 260 very high denomination bills of play money. Two to six despots, driven by avarice and a lust for power, seek to dominate the world! Conquest is acheived, albeit slowly, through a blend of shrewd economic proliferation, machiavellian diplomacy, and ruthless military strategies. Each nation must compete ruthlessly with its neighbours to expand its financial base - procuring natural resources and trading for profit on the world market. Huge sums of money are thus accumulated, and what else can you spend it on besides military hardware? The answer's nothing - so armies, navies & nuclear warheads suddenly proliferate. These tools of destruction are generally waved at an opponent in a threatening manner, until they in turn purchase some for similar coercive displays. What happens when two to six megalomanics fool around with nuclear weapons? Usually Armageddon! End of game...**$90.00**

SUPREMACY **SUPREMACY RULES** VERSION 3.0

The latest edition rulebook, more details next catalogue. **$10.00**

SUPREMACY **RESOURCE DECK TWO**

These cards change the country of origin for all grain, oil and mineral companies, thus rearranging the global strategic network. Includes new off-shore resource locations. **$25.00**

SUPREMACY **THE MIDDLE POWERS**

Introduces two new superpowers: the Federation of Australasia & the Dominion of Canarctica, allowing an extra 1 or 2 players to join in on the mayhem! Contains 216 plastic markers**$30.00**

SUPREMACY **THE HIGH TECH EDGE FOR STRATEGIC FORCES**

Players can secretly develop nukes & neutron bombs with payloads of 5 warheads! L-stars & killer satellites can also be upgraded to counter this threat. Includes four decks of cards.**$40.00**

SUPREMACY **MEGA SUPREMACY RULEBOOK**

186 page softcover detailing the basic mechanics plus the rules introduced in the expansion sets. Includes tribute payments from foreign territories, fully detailed turn stages with expansion phases, reference charts , build tables, treaty forms, bond certificates, etc. **$45.00**

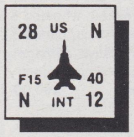
SUPREMACY **FURTHER SUPPLEMENTS**

Next year we should have restocks of WARLORDS & PIRATES OF THE NEUTRAL ZONES, HIGH TECH EDGE FOR CONVENTIONAL FORCES, UNCONVENTIONAL FORCES, FORTUNA (News, Romours & Act of God), plus NEUTRON BOMBS & KILLER SATELLITES.

COA **THE SPEED OF HEAT** **?

This game was to be GDW's GUNSLINGER, the third supplement for AIR SUPERIORITY, but some serious domestic squabbling ended that marriage! We know very little about this beast, except that it's a tactical air-to-air simulation set during the Korean and Vietnam conflicts. Components include a 72 page rulebook with programmed instruction for beginners, and 240 exceptional counters. It should be due in November, I hope. Details next catalogue. **$70.00?**

THE FLEET SERIES



VIC **2nd FLEET** ***

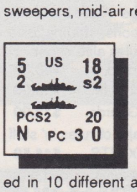
A comprehensive series of strategic naval warfare, with battles being resolved in tactical detail. Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 nautical miles per hex. Three levels of rules complexity offer a comprehensive, but not unwieldy, system that covers base/port damage & repair, squalls, Marine assaults, tactical nuclear warfare, fuel & ammunition depletion & replenishment, satellite detection, etc. This game covers the Soviet Red Banner Northern Fleet's battle with NATO for control of the North Atlantic & Arctic Oceans. Contains 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios. **$75.00**

VIC **7th FLEET** ***

The Soviet Red Banner Pacific Fleet must stop the Americans from reinforcing South Korea as North Korean forces make a second invasion. Components include 740 counters (from 11 nations, including Australia), and three 22"x32" maps. Features 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, weather effects, and more. **$85.00**

VIC **5th FLEET** ***

Covers the battle for the Indian Ocean, a brutal confrontation between Russia and NATO that will determine who controls the Persian Gulf, and its vital oil supplies. Includes the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), plus three 22"x32" maps. The game includes 9 scenarios & 3 three-map campaigns. Mechanics cover deep-diving Soviet subs, weather, sea-skimming SSMs, helicopter minesweepers, mid-air refueling, sea-skimming missiles, stand-off ASW attacks, and more. **$85.00**



VIC **3rd FLEET** ***

A medley of naval operations with three 32"x22" maps - features 12 one-map scenarios that cover a major Soviet offensive in the inhospitable waters of the North Pacific Aleutian Islands; the mother of all Cuba missile-crisises in the 1990's Caribbean; and an awfully destructive slugfest in the confines of the Atlantic, English Channel & North Sea! Features 740 counters - representing the navies of 15 nations, each ship is evaluated in 10 different areas of modern combat. New mechanics include stealth aircraft, torpedo decoys, long range SAM's, the Soviet Tbilisi carrier, and U.S. seawolf submarines. **$80.00**

FRONT

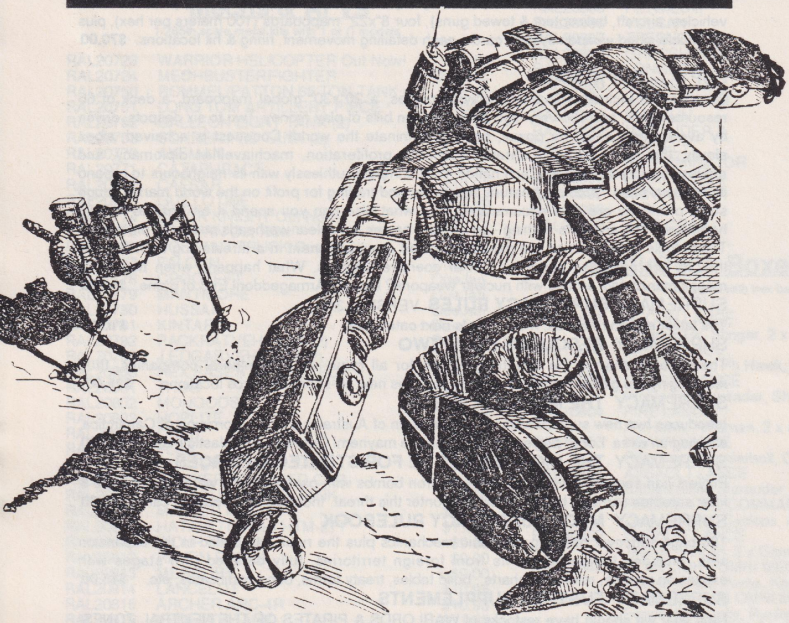
BACK

MILITARY SIMULATIONS
Summer 1992
COUNTER OF THE YEAR!
The *Lawrence of Arabia* counter from FATAL ALLIANCES

A Fast Attack Vehicle armed with a TOW launcher - what a PR coup!

SCIENCE FICTION

BATTLETECH



Death from above! A poor little Locust gallops madly away from a descending enemy 'Mech.

FAS **BATTLETECH** 3rd Edition **

In the violent epoch of the 31st Century the spoils of war are precious water and the remnants of lost technology. Five stellar empires called Successor States have ravaged the Galaxy with their titanic struggle for domination. The battlefield of this brutal conflagration is spread over hundreds of planets. The machines of war are many, but the queen of battle is surely the BattleMech, huge ambulatory weapon platforms bristling with an array of ultra-tech armaments and piloted by the new knights of the battlefield. BATTLETECH is a tactical recreation of battles between 'Mechs. The 56 page rulebook covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, plus details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, 'Mech anatomy & Regimental organisations.There are also two 22"x17" maps & 14 plastic miniatures!* **$35.00**

FAS **BATTLEFORCE** **

An independent wargame that pits regimental battlegroups in combat. Players get to lead an integrated force of Lances (Light, Medium, Heavy, Assault & Fire 'Mechs), tracked, wheeled & hover vehicles, plus infantry & artillery units. The rules cover Air Lances, Dropships, Lance & Regiment creation, campaign play, overburn abilities, step reductions (accumulative damage), combat experience & limited intelligence. Contents include 450 counters (representing infantry platoons, or 4 'Mechs & vehicles), plus two 22"x34" maps (180 metres per hex). **$60.00**

FAS **BATTLETROOPS** **

A wargame that covers platoon level urban combat, with indivdual 'Mechs and other vehicles included. Each combatant has a record sheet detailing physical status, equipment, ammunition, experience level & leadership rating. Movement on the maps is via dots - not hexes, with special actions such as crawling & throwing grenades costing movement points. Platoon organisation for each House are described for play. The mechanics cover hand to hand combat, jump troops, morale, firing arcs, Mechwarrior piloting skills (with a fallen 'Mech template!), mines, fire, ect. Components include 56 colour soldier counters, 200 markers (splintered trees, crushed buildings, grenades, etc), & four 22"x33" maps (2.5 meters between dots). **$45.00**

BATTLETROOPS **CLANTROOPS**

An expansion kit that introduces off-board artillery barrages, barbed wire, bunkers, 'Mech-climbing power grapples (!), infantry assaults ON 'Mechs (!!), rafts, smoke, tunnels & battle armour (including Clan Elementals). Components feature five 22"x34" wilderness maps (with rivers, swamps & rough terrain), 12 scenarios, and 38 colour battle armour counters. **$35.00**

BATTLETECH SUPPLEMENTS

AEROTECH Covers the battles between Aerospace fighters & Dropships in orbit and the atmosphere. Rules cover velocity, gravity wells, special maneuvers, hit locations, strafing, dive bombing, heat build-up, pilot skills, land-air 'Mechs, and much more. These rules also appear in BATTLETECH COMPENDIUM. Includes 224 counters and a 22"x36" gravity map. **$40.00**

AEROTECH KIT Just with the counters & map, for use with the COMPENDIUM. **$15.00**

BATTLE FOR TWYCROSS 15 scenarios featuring Clan Jade Falcon's Guards. **$12.00**

BATTLETECH COMPENDIUM A 150 page softcover containing a wealth of rules 'n' stuff from the original BATTLETECH, AEROTECH, CITYTECH & the TECH READOUTS. **$16.50**

BATTLETECH MAP SET #2 Eight 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CITYTECH & BATTLETECH maps. **$35.00**

BATTLETECH MAP SET #3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residentual) hills. **$35.00**

BATTLETECH MAP SET #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **$35.00**

BATTLETECH REINFORCEMENTS II A boxed set with 82 colour 'Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets and plastic stands. **$45.00**

CITYTECH KIT Contains two 22"x17" city maps, plus 256 counters depicting various 'Mechs, buildings, vehicles & infantry. The rules appear in BATTLETECH COMPENDIUM. **$15.00**

COMSTAR SOURCEBOOK Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **$30.00**

McCARRON'S ARMORED CAVALRY A campaign with 14 scenarios, regimental background, and a point-based system on customising the defending forces for variety. **$16.00**

'MECH RECORD SHEETS #1: LIGHT Pregenerated record sheets for 54 different 'Mech types, each with an armor diagram, vehicle data, a critical hit table, and a heat scale. **$16.00**

'MECH RECORD SHEETS #2: MEDIUM 60 'Mech variants. **$16.00**

'MECH RECORD SHEETS #3: HEAVY 72 'Mech variants. **$16.00**

'MECH RECORD SHEETS #4: ASSAULT 50 'Mech variants. **$16.00**

'MECH RECORD SHEETS #5: VEHICLES Armor charts & technical specifications for 39 tracked & 20 wheeled vehicles, 25 hover craft, 3 naval vessels, plus 8 VTOL systems. **$16.00**

'MECH RECORD SHEETS 3025 Record sheets from TECH' READOUT 3025. **$16.00**

'MECH RECORD SHEETS 3055 I think the title adequately explains all. **$16.00**

OBJECTIVE RAIDS A campaign sourcebook detailing the unit disposition of all known Inner Sphere & Clan forces, down to Battalions. All the major industrial worlds are also listed, with data on 'Mech manufacturing, component products, and garrison units. 192 pages. **$30.00**

192 page softcover detailing the military units & industries on worlds along the border of the

PLASTECH Contains sixteen 1/300th scale plastic 'Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. **$35.00**

SOLARIS VII Boxed set detailing a mercenary world devoted to spectacular gladatorial contests, and the machiavellian intrigues of Inner Sphere politics. Contains two 64 page books, eight colour 22"x35" maps (including each of the 5 Great House arenas!), a comprehensive 'Mech dueling system with extra tactical options, and 12 very nasty arena 'Mechs. **$60.00**

TECHNICAL READOUT #1 3025 Includes game statistics, technical backgound, and an illustration for 55 'Mechs variants, plus conventional vehicles, combat aircraft, ect. **$25.00**

TECHNICAL READOUT #2 3026 Details infantry combat equipment & vehicles. **$25.00**

TECHNICAL READOUT #3 2750 Covers earlier 'Mechs & conventional weapons. **$25.00**

TECHNICAL READOUT #4 3050 On Clan 'Mechs, Omnifighters, Battlearmor, etc. **$30.00**

TECHNICAL READOUT #5 3055 Illustrations (some in colour), descriptions & statistics for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! **$30.00**

See **MECHWARRIOR** (in the Roleplaying section) for more **BATTLETECH** products & novels.

* BATTLETECH 3rd Ed. contains a Battlemaster, Archer, Shadow Hawk, Griffin, Thunderbolt, Rifleman, Wolverine, Marauder, Wasp, Phoenix Hawk, Locust, Warhammer, Stinger & Crusader!

RENEGADE LEGION

FAS **INTERCEPTOR** **

The tyrannical Terran OverLord Government and its ruthless armada are set to conquered the galaxy. Now the Commonwealth's renegade legions dare to resist the New Rome Empire. This is an entertaining ship-to-ship combat game between fighters, gunboats & corvettes. The basic movement & combat mechanics are enhanced by a detailed damage system: when a ship is hit a weapon's-effect templates is used to carve damage out of the target's armor, when a hit actually penetrates the guts of a ship a comprehensive flow-chart is used to slelectively destroy the on-board systems until something nasty & terminal happens. Further rules cover atmosheric combat, campaign play, space installations, ship construction, asteroids, and variable missile warheads. Components include 156 counters & two 21"x35" maps. **$60.00**

THE FIRE EAGLES Contains 15 scenarios featuring the elite TOG Blood Eagles. **$15.00**

T.O.G. FIGHTER BRIEFING Histories, statistics & illustrations for 20 vessels. **$18.00**

COMMONWEALTH FIGHTER BRIEFING As above, but for the other side. **$18.00**

DISTANT FIRE Campaign book of the battle for Gustaviv's Regret, with 20 scenarios **$18.00**

FAS **LEVIATHAN** **

Features the same system as INTERCEPTOR, but concentrates on the lethal, kilometer-long capital ships that carry enough firepower to fry a planet. The mechanics are fast 'n' fatal, with excellent rules covering weapon templates & damage flow-charts. Power allocation is vital for such huge vessels, players must allocate energy to specific shield defenses and weapon installations. The smaller fleet support vessels & fighters from INTERCEPTOR may be included for more realistic, complex engagements. Components include two 22"x34" starmaps, 22 three-dimensional cardboard counters & 320 standard counters. **$60.00**

LEVIATHAN CAPITAL SHIP BRIEFING Provides game data and background information, plus illustrations on 55 battleships, cruisers, frigates & interceptor carriers. **$25.00**

THE WAKE OF THE KRAKEN A campaign game with 15 scenarios. **$18.00**

DISTANT FIRE Campaign book of the battle for Gustaviv's Regret, with 20 scenarios **$18.00**

FAS **CENTURION** 2nd Edtion **

The tank-to-tank version of INTERCEPTOR, this is a superb tactical combat game. When a weapon hits an AFV, a template is used to determine the extent of damage to the target's armor, this is then recorded on the vehicle's log, once the armor is penetrated the vital internal components begin to sustain hits, with disastrous results. Further rules cover orbital & conventional artillery, infantry squads, firing arcs, hull down positions, missiles, lasers, painting targets, buildings, leaders, variable ordinance, mines, smoke, engineering vehicles, air support, ground & space installations, & vehicle construction. Components include an array of game markers, two double-sided 21"x34" maps, and 36 plastic 1/285th scale Grav Tank miniatures. **$60.00**

TOG CO-HORT PACK **$40.00**

Contains 54 plastic vehicles - 18 Horatius, 9 Romulus, 18 Aeneas & 9 Lupis class Grav Tanks.

RENEGADE LEGION CO-HORT PACK **$40.00**

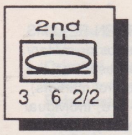
Contains 54 plastic vehicles: 18 Liberator, 9 Spartius, 18 Wolverine & 9 Viper class Grav Tanks.

HARBINGERS OF DEATH A campaign module with 11 scenarios. **$10.00**

2ND ARMORED CAVALRY REGIMENT Campaign module with 12 scenarios. **$10.00**

CENTURION VEHICLE BRIEFING Illustrated guidebook on 50 new Grav Tanks. **$25.00**

CENTURION TECHNICAL UPDATE Covers new weapons, battlefield senors, 5 new vehicles, static defense systems, optional rules (hit locations, engineers, troop quality, close combat, etc), the double-blind & operational-level game, plus new record forms. 80 pgs. **$22.00**



FAS **PREFECT** **
An ambitious boardgame that simulates operational-level planetary assaults. The attacker's fleet begins the invasion, capturing moons & trying to draw the defender's reinforcements out with feints. Once the target world's orbit is secured freighters & troopships, competing against enemy fighters & air defenses, deliver ground forces for the final phase. Formations of armor & infantry slug it out in a desperate struggle for cities & fortifications. This game has it all, mechanics include covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Components include an operational briefing book, over 800 counters, a 21"x34" planet map, a 21"x34" system map, scenarios, DYO invasion options, & campaign notes. **$60.00**

SHANNEDAM COUNTY SOURCEBOOK Details the 86 systems located in Shannedam - each with history, geography, industries & military units described. 120 pages. **$20.00**

STAR FLEET BATTLES 4th Edition

TAS **CAPTAIN'S EDITION BASIC SET** ****
This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), raceial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **$65.00**

STAR FLEET BATTLES **ADVANCED MISSIONS** ****
Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. **$65.00**

STAR FLEET BATTLES **CAPTAIN'S RULEBOOK** ****
This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the NEW WORLDS I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). **$80.00**

CADET TRAINING MANUAL STAR FLEET BATTLES for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" starmap, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cute! **$15.00**

CAPTAIN'S LOG #10 80 page SFB annual (?) that features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATON & EMPIRE stuff, etc. **$20.00**

CAPTAIN'S MODULE B Contains six unusual 22"x29" starmaps - including an asteroid belt & field, a ringed gas giant, a black hole, a Tholian Web template, plus 6 scenarios. **$10.00**

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, and a new space monster! **$35.00**

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, and a new space monster! **$35.00**

CAPTAIN'S SSD PACK Contains all the SSD's from the CAPTAIN'S EDITION BASIC SET, ADVANCED MISSIONS, plus MODULES C1 & C2. SSDs for over over 300 ships. **$40.00**

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydran Kingdom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **$30.00**

MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, and 108 counters. **$30.00**

MODULE D1: Veteran's Master Ship Chart Lists ships from the old & new SFB, STARLETTER & CAPTAIN'S LOG. With Carrier data & master charts for Fighters & PFs **$10.00**

MODULE D2: Tournament Tactics Maneuvers from the masters, for the 12 tournament cruisers. Over 50 tactical essays from a bunch o' grown men with pretentious accolades! **$10.00**

MODULE P1: Frax Includes a simulated 'new race' with 7 SSDs, Hydran DD variants, scenarios, FEDERATION & EMPIRE Total War rules, chaff, chain reactions & sucide PFs! **$10.00**

MODULE P2: X-Ships X-Ship rules, 8 SSDs, & history of the Romulan Civil War. **$10.00**

MODULE P3: Scenarios A collection of 25 scenarios, plus 4 new SSDs. **$10.00**

MODULE P4: Marines! With ground combat & advanced boarding combat rules, 4 Marine scenarios, 4 Commando ship SSDs, FEDERATION & EMPIRE ground combat system, racial & organisational data on Marines, plus cluster bombs, AP drones, ground vehicles, ect. **$10.00**

MODULE R1 Covers starbases, battle stations, base modules, freighters, etc. **TBA**

MODULE R2 Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 Andromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **$35.00**

MODULE R3 Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. **$35.00**

MODULE R4 Ships for the Romulans, Gorns, Tholians & ISC. With SSDs & scenarios. **TBA**

MODULE R5: Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11 (B for Bloody big!). With 15 scenarios, SSDs, 108 counters & a mini-poster! **$40.00**

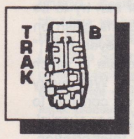
MODULE S1: Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. **$22.00**

STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. **TBA**

TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). **$30.00**

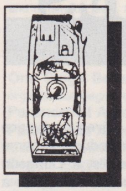
TOURNAMNENT BOOK '91 Complete rules, 12 tourney SSDs & 216 counters. **$10.00**

AND HERE'S THE REST OF 'EM...



IRO **ARMORED ASSAULT** ***
A tactical-level game of planetary combat, enabling players to participate in short scenarios or grueling campaigns involving submarines, ships, walkers, powered infantry, grav tanks, artillery & aerocraft. The mechanics cover projectile & energy weapons, special munitions, variable critical damage results, electronic warfare capabilities, spacebourne drops, explosive area effects, chemical warheads, robots, installations, and more. Components include 610 counters (130 in colour) & four 17"x22" maps (100 meters per hex). Features weapon construction rules plus 7 scenarios with DYO options. Good value. **$45.00**

ARMORED ASSAULT **ARMORED RESERVES**
An 80 page supplement featuring 40 new weapons - from cargo trucks & jumptanks, to combat aerocraft & 90,000 ton robotic juggernaut. Includes 160 colour counters & 10 scenarios. **$20.00**

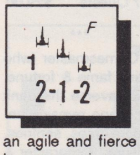


STE **CAR WARS** **
A fast-playing multi-player game of automobile combat. Players spend points designing a vehicle - thickness & position of armor plating, choosing from an array of weapons (smoke-screens, caltrop dispensers, autocannons, oil slicker, etc), and support gear (targeting computers, bumper spikes, etc). These machines of destruction are then raced about on the road in a delirious frenzy of mindless mayhem, and harrowing havoc. Contains 73 colour counters & two 22"x34" arena maps. The rules cover driver skills, special maneuvers, collisions, debris, armed pedestrians, obstacles, motorbikes with sidecar weapon-pods, and campaign play. **$25.00**

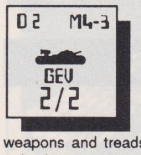
CAR WARS **CAR WARS COMPENDIUM**
A collection of rules, vehicle descriptions, and equipment lists from from CAR WARS DELUXE, BOAT WARS, DUELTRACK, the UNCLE ALBERT'S CATALOGUES, and AUTODUEL QUARTERLY. Includes an index & reference cards. 112 pages. **$40.00**

CAR WARS **MINI CAR WARS**
A cute little introductory game with only 17 paper counters, and some tiny roadmaps. **$2.50**

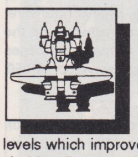
TAS (DELUXE) **FEDERATION & EMPIRE** 3rd Edition ***
A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's bloody expensive! **$99.00**



GDW **IMPERIUM** 2nd Edition **
A superb interstellar campaign wherein the massive Imperium tries to extinguish a growing rebellion ignited by an impudent Terra. The Imperial armada, although possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom, and is thus slow to gather its strength (the Imperial player must appeal for increases in military production or finances, and lose Glory Points in the process!). Terra however, is an agile and fierce opponent which seeks a quick victory. The rules include world income, hyperspace jumps, suicide attacks, planetary bombardment, jump troops, outposts, monitors, Imperial succession repercussions, civil war, campaign play, etc. Components feature a 17"x22" mapboard (1.67 light years per hex) plus 350 counters (squadrons & divisions). **$60.00**



STE **OGRE & G.E.V.** **
Terrific package with two great tactical games! **OGRE** pitts a conventional army group (infantry, heavy & missile tanks, nippy GEVs & howitzers) against a tracked cybernetic juggernaut bristling with missiles, cannons & anti-personnel guns. The Ogre's task is to trash the enemy's command post (this metalline beast just has to drive over it!), the defenders must gallantly plug away at the lumbering Ogre, gradually knocking out weapons and treads (this slows the hulking bugger down). The Ogre meanwhile selectively pulverises opponents, ignorant of the accumulating damage, grinding ever closer to the CP... **G.E.V.** introduces new units (light tanks, mobile howitzers & smaller Ogres) and allows players to selectively build army groups and beat the crap out of each other. Includes 4 scenarios, 187 counters (individual AFVs or 1 to 3 infantry squads), and two maps (1.5 kms per hex). **$25.00**



IRO **SILENT DEATH** UNLEADED **
A vast galactic empire collapses, its great navy literally beheaded by the Emperor's death. A high-tech feudal war begins as the fragments of civilisation jostle for prominence. This is an entertaining tactical simulator of battles between proud Starfighter Wings. The fast-playing mechanics cover missiles, torpedoes, drifting, asteroids, damage control, gunnery duels, damage tracks, etc. Starship pilots & gunners have variable skill levels which improve with every successful mission, thus promoting campaign games. Includes six 22"x17 maps, 172 counters (with 40 colour starships), and 13 (+DYO) scenarios. **$40.00**

SILENT DEAT **OVERKILL: THE PTOLEMEAN WARS**
A module of interstellar warfare between the Colosian Fleet & House Ptolemus. Includes 7 new fighter & 2 gunboat designs, 12 fighter wings, 12 scenarios, 2 campaign games, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc), plus 180 counters. **$25.00**

SILENT DEATH **NIGHT BROOD**
The Hatchlings swarm forth from within the depths of the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! **$40.00**

MB **SPACE CRUSADE** *
From beyond the toxic Warp forgotten starships, captured by the Warp and infested with Chaos, drift into Imperial space. Most of these vessels have been lost for thousands of years, and now they return bearing a cargo of corruption - Chaos abominations intent on destruction! It is the Space Marines' task to board these poisoned derelicts and cleanse them of their noisome inhabitants. 2 to 3 players choose a Marine squad and equip it with an assortment of heavy & melee weapons. Another player controls a host of Chaos spawn (Orks, Gretchin, Androids, Chaos Thugs, Genestealers & the dreaded Dreadnought!) who must destroy the hated Marines. This hectic hack 'n' splat boardgame includes 50 plastic Citadel miniatures (25mm scale), 12 scenarios, plus cardstock three-dimensional bulkheads & doors. Fun. **$75.00**

SPACE CRUSADE **MISSION: DREADNOUGHT**
This supplement contains more plastic miniatures: 2 Dreadnoughts, 6 Marines, 4 Androids, 3 Tarantula mobile cannons, and 9 Marine support weapons (Fusion Gun, Las-cannon & Conversion Beam). There are also 3 missions, bulkhead doors, floorplans, corridors, etc. **$30.00**

GAM **SPACE FLEET** *
A very basic ship-to-ship combat game for two to four players. The object is to scoot around the star-spangled map, blowing enough holes in your opponent's vessel(s) to make breathing impossible for the butt-suckers inside! This is actually quite engrossing: players must outmaneuver the enemy (simultaneous movement) so that major weapons face a target. All ships have their own shield configuration, enemy fire must punch through this before critical damage is sustained. Simple yet fiendishly addictive - includes four nifty plastic ship miniatures. **$35.00**

GAM **ULTRAMARINE** *
Two to four players lead a squad of Marine Scouts through the steel labyrinth of a derelict space hulk, searching the rusty corridors & silent crypt-like rooms for alien artifacts. The mechanics are fast 'n' simple, involving lots of bloodshed, & such things as variant event cards (what you find, what finds you, etc), vicious hand-to-hand melee, and flesh-blasting ranged combat (with bolter pistols, vortex & frag' grenade, plus hellfire rounds!). Components include 20 plastic 25mm Citadel miniatures, and a whole mess of laminated cardstock floorplans. **$25.00**

FANTASY GAMES

HEROQUEST

MB **HEROQUEST** **

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This great introductory game features rather basic roleplaying mechanics (simple character sheets & skills, a 'Dungeon Master' hiding behind a screen who controls the bad guys & cheats with dice rolls, plus a mindless vault-to-vault orgy of treasure huntin' & monster slaughtering). Components include 35 plastic 25mm Citadel miniatures (8 Orcs, 6 Goblins, 3 Fimirs, 4 Chaos Warriors, 1 Sorcerer, 1 Gargoyle, 4 Skeletons, 2 Zombies, 2 Mummies, 1 Wizard, 1 Barbarian, 1 Dwarf & 1 Elf!) various bits of carboard 'n' plastic furniture, a colourful mapboard, etc. Mechinics feature magic spells, buying equipment, traps, missile fire, & wandering monsters. **$60.00**

KELLAR'S KEEP HeroQuest Module 1

The Emperor, besieged by Orcs deep within in the ancient tunnels of Karak Varn, must be rescued before his royal ass gets soundly trashed! Features more plastic miniatures (8 Orcs, 6 Goblins & 3 Fimir), 10 adventures, plus new laminated map-overlays. **$18.00**

RETURN OF THE WITCH LORD HeroQuest Module 2

A party of Heroes must enter a subterranean fortress beneath the fallen city of Kalos, and slay the lurking Witch Lord, and his undead minions. Includes some more plastic miniatures (4 Zombies, 8 Skeletons & 4 Mummies), 10 adventures, plus various map overlays. **$18.00**

AGAINST THE OGRE HORDE HeroQuest Module 3

In the heart of the rugged mountains lies the hall of the Ogre Lord, protected by loyal followers, devilish traps & chaos spells. Your dear Emperor wants the Ogre Lord's viscera for ventilated; but he's not going to do it himself, he's not that stupid - you are! Includes seven plastic 25mm Ogre miniatures, some map-overlays, 15 spell tokens, and 7 Quests. **$29.00**

GAM **ADVANCED HEROQUEST** ***

This is a multiplayer roleplaying boardgame - one player becomes the Gamesmaster (who controls the monsters), the other participants are the adventurers seeking fame & fortune. The Gamesmaster lays out room & corridor tiles as our greedy heroes traverse the dank chambers in search of loot (and skulls to bash in!), thus the dungeon's shape remains unknown until explored. The 64 page rulebook covers exploration, secret doors, traps, sentries, missile fire, critical hits & fumbles, fate points, magic spells, magic treasure, 9 character & creature attributes, traps, random events between adventures, training, buying equipment, solitaire rules, etc. An ideal campaign game where players aspire to become heroic legends, or at least get filthy rich! Can be used in conjunction with HEROQUEST. Components include 36 plastic Citadel miniatures, various markers, & a mess of beaut room tiles. **$65.00**

MACHO WOMEN WITH GUNS

BTRC **MACHO WOMEN WITH GUNS** **

This bizarre production is a simplistic beer 'n' pretzels marriage of roleplaying character creation and wargame violence. The title aptly encompasses the rather shallow theme of play: Step 1 - create young buxom female characters (all you boys with stereotypical sexist pinups from *Picture* or *People* magazine have an advantage here), and choose a scantily illustrated counter that best reveals her attributes; Step 2 - arm them with an array of splatter-frenzy, phallic hardware; Step 3 - put the counters (with the adolescent-fantasy artwork) on the map & blow the crap out of everything that moves! Contains 10 pages of rules, two A4 maps, 52 counters, & a bizarre 4 page scenario. **$8.50**

MACHO WOMEN **RENEGADE NUNS ON WHEELS** **

Armed with Uzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets; lots of violence and mayhem in an American inner-city environment - that's the only realistic part of this game. Contains 52 counters, four maps & 10 pages of rules (with solitaire play). **$8.00**

MACHO WOMEN **BATWINGED BIMBOS FROM HELL** **

In the introduction it says "Armed with wings, weapons & cleavage...", whilst on the back page blurb it reads "They're bad, they're brash, and they're mercifully free of the ravages of intelligence!" - what more could any seriously dedicated gamer ask for? Includes aerial combat rules, plus bizarre new creatures, 27 counters, 1 map, etc. Silly, but popular. **$8.00**

MACHO WOMEN **THE FINAL CHAPTER - PART ONE** **

Features new rules, more skills, advantages, disadvantages, free scenarios, 14 fun counters, an index for all the supplements, and 3 A4 maps.There is also a separate game wherein 90-year old survivors of WWIII must battle to the death for food in a brutal rest-home bomb shelter, with 28 counters and a map. Does your mum know you'r buying this junk? **$8.00**

AND HERE'S THE REST OF EM'...

AH **DRAGON PASS** **

Set in the glorious realm of Glorantha, this superb game covers the Wars of Argrath's Return - Prince Argrath returns from exile to reclaim the throne of Sartar from the Red Moon Empire. In between these feisty belligerents reside the powerful independent tribes or monsters whose allegiance can be sought. The mechanics cover fortresses, flying critters, missile fire, spirit magic, chaos magic, physical magic, melee combat, heroes & superheroes, heroic escapes, beserker rage, alliances, Dwarven Gifts, Goddess of the Red Moon's mystic flux cycles, and more! Components include 296 counters (giant Wasps, the Crimson Bat, Dark Trolls, Ducks, Delecti the Necromancer, Dinosaurs, Zombies, Dragonewts, Dragons, Half-Beasts, the Puppeteers, Giants, Assassins, etc, etc!) and a great 22"x32" mapboard. With 9 scenarios plus a brief history. **$30.00**

TSR **DUNGEON!** 2nd Edition *

1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero minatures. **$50.00**

TSR (THE) **GREAT KHAN GAME** *

A whimsical multi-player card game of empire building in the AD&D FORGOTTEN REALMS campaign setting. The object is to usurp neighboring nations thru political coups or military intervention, thus becoming the richest, most powerful, and least respected despot on the Isles. Components include a 11"x17" Isle map, 120 counters (gold pieces & control markers), and 162 cards (repre-senting special events, mercenary bands, fleets-for-hire, individual leaders, powerful magic items, armies, navies, stout castles & special inhabitants). **$30.00**

TSR **GREYHAWK WARS** **

2 to 6 heroes lead armies along the bloody path of conquest in this absorbing game of empire building in the Flanaess, from the AD&D WORLD OF GREYHAWK. This is a simple, colourful simulation that allows players to dabble in both careful diplomatic entreaties, and ruthless military aggression. Mechanics cover fleets, fortifications, heroes, treasure quests, army recruitment, racial abilities, alignments, etc. Components feature 416 counters, two 21"x32" maps (using area movement), and over 150 cards depicting special events, mercenary bands, treasure & countries (given to players when they are captured). Features 4 scenarios, plus a 32 page campaign history. **$45.00**

GAM **KERRUNCH** *

A fast-playing two person game of fantasy football (based on the American style Gridiron, without the commercials). Teams of Orcs, Humans, Elves & Dwarves must attempt to score three touchdowns to win, or at least ignore the pigskin and prove their mettle by kicking a few heads - yes, it's about as mindless as the real thing! A very simple game for all young 'uns shy of big, nasty rulebooks - but quite comfortable with the concepts of sporting violence! Components include twenty-four 25mm plastic Citadel miniatures, a 16"x32" playing field, and 4 small pages of rules (moving, tackling, passing & recovering) **$25.00**

TAS **KING'S BOUNTY** **

In the realm of Rhan lurk all manner of despicable fiends and desperate fugitives intent on plunder and other nefarious activities. Opposing these degenerate hooligans are the bounty hunters - equally dubious thugs who get paid by the King to kick heads and ask questions later. One to eight players disregard their sensibilities and go in search of wealth or glory, tracking down depraved villains and presenting them to the royal court for loot. The game mechanics feature trickery, fame, reputation, magical treasure, equipment purchases, fugative contracts, alternative endings, and solitaire options. Components include a 17"x22" map, 32 fugative markers, 8 Bounty Hunter counters, and a wad of filthy lucre. **$45.00**

AVA **LEGENDS OF ROBIN HOOD** *

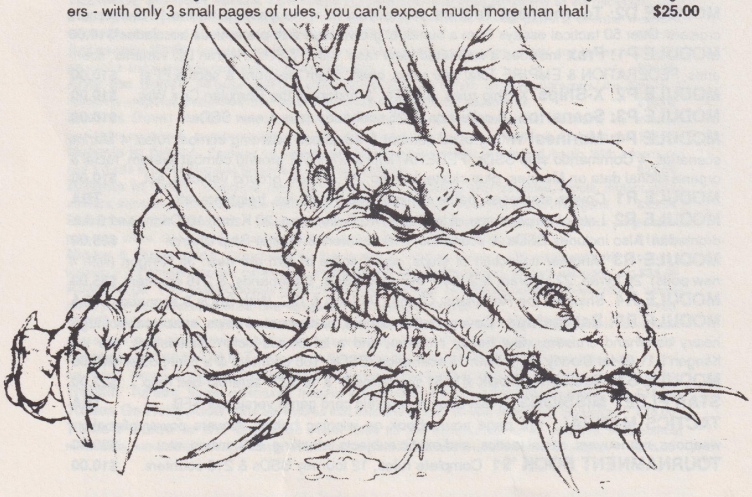
Within the lush expanse of greenwood in 12th century England, Robin Hood, Little John, Friar Tuck, Wil Scarlet & Allan A'Dale compete for accolades from the oppressed peasants. These affable outlaws must outdo their fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy reavellers. But unwary players can fall into the clutches of the Sheriff's rough lads, to face the wrath of Prince John or Sir Guy in Nottingham castle's dungeon! It's all good wholesome fun, great for the little 'uns and energetic families. Components include a 16"x22" colour mapboard (area movement), various counters (lucre, merry men, etc), 64 illustrated cards, and 2 pages of rules! **$25.00**

AH **MAGIC REALM** 2nd Edition ****

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five *colours* of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! **$60.00**

GAM **MIGHTY WARRIORS** *

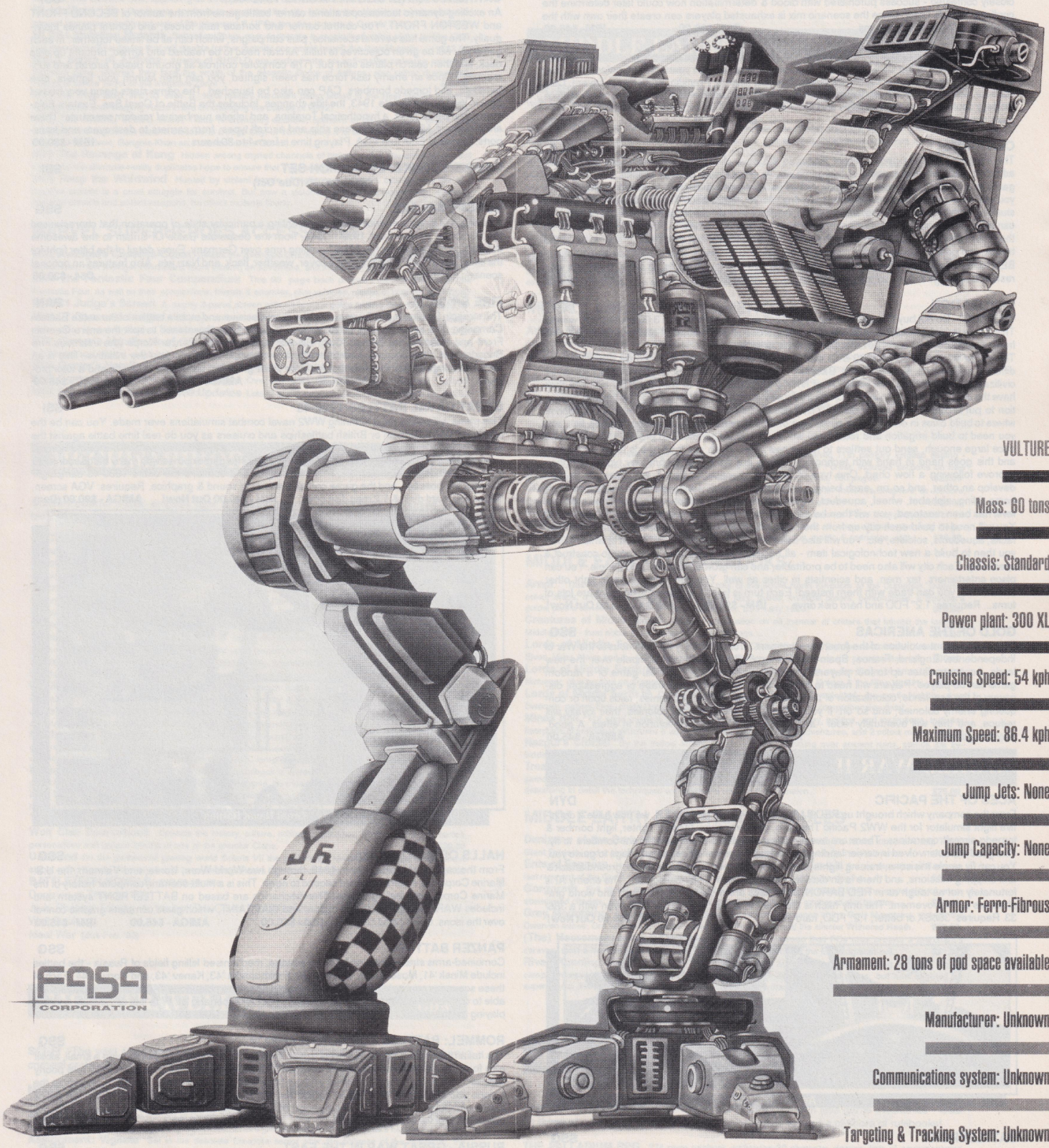
From the sewer's serpentine tunnels a coven of Skaven, plus a lone chaos Wizard, launch a sudden raid on a castle. Three brave adventurers must lead a party of hesitant militia on a counter-attack to rid the castle's chambers of the evil ratmen! This is a very simple game for 2 to 4 players. Components include 36 plastic 25mm Citadel (20 Skaven, 12 warriors, 1 Dwarf, 1 Elf, 1 Knight & 1 Wizard), and 12 colourful room-tiles. Fast 'n' fun game for beginners - with only 3 small pages of rules, you can't expect much more than that! **$25.00**



AH **TITAN** **

A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vieing for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties - in each terrain-locale on the Masterboard a new critter can try to be be coerced into a legion. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summonong angels, etc. With 621 large, attractive counters. **$65.00**

BATTLETECH



VULTURE

Mass: 60 tons

Chassis: Standard

Power plant: 300 XL

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

Jump Jets: None

Jump Capacity: None

Armor: Ferro-Fibrous

Armament: 28 tons of pod space available

Manufacturer: Unknown

Communications system: Unknown

Targeting & Tracking System: Unknown

FASA CORPORATION

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COMPUTER GAMES

PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1 — **SSG**

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredereicksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War. **C64 - $30.00** **IBM - $45.00**

BATTLES OF THE U.S. CIVIL WAR Vol 2 — **SSG**

Covers the war's middle years, with scenarios of the battles for Chatanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs. **C64 - $30.00** **IBM - $45.00**

BATTLES OF THE U.S. CIVIL WAR Vol 3 — **SSG**

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsulvanian, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system. **C64 - $30.00** **IBM - $45.00**

CENTURION — **ELA**

This wargame focuses upon Ancient Rome, in the days of Augustus Caesar. One of the most addictive and pleasing aspects of the game are its great visual graphic scenes. You begin the game as a centurion, leading one legion, but as you progress up the ranks towards being Caesar, you can eventually command up to ten legions. As you enter each new territory, you will see a stunning shot of that part of the ancient world, and one of their native leaders come to parley. You can attempt diplomacy, intimidation, or go to war. Battles are simple but deadly, and the path up the ranks is invigorating. When enough wealth is accrued, you can also build a fleet, load up the troops, and go after Great Britain, coastal Africa, etc. you will see a shot of triremes straight out of BEN HUR. You will also need to stage gladiatorial and chariot pageants, in order to placate your residents, and this is done with arcade action. **IBM - $30.00** **AMIGA - $60.00**

CIVILIZATION — **MIC**

WARNING! - Do not buy this game unless you don't mind going to bed at 3.00am for three weeks! This game is highly addictive and therefore dangerous to your health. (I had to delete the game from my hard disk so I could do other things: such as go to bed!)

The game starts you off at 4000 B.C. with a bunch of settlers, and you can be one of several different civilizations, such as Rome, Babylon, France, etc. You can go up against 3 to 7 computer civilizations, with varying skill levels. After finding a suitable place to start your first city, you then have the daunting dask of trying to control a successful civilization - the goal - to be the first civilization to put a colony on another planet. (This usually takes 6,000 + years.) You have to choose where to build cities in order to take advantage of natural resources such as coal, horses, fish, etc; you need to build irrigation and roads; you will need to build garrisons to protect your cities, and once large enough, send out settlers to found new cities. Each city then needs to be developed, and this goes hand in hand with technology. There are dozens of technology types, and they improve following a flow chart. One type of technology, once mastered, will allow you to then develop an other, and so on, each being a small step forward. Types included are bronze, iron, horse riding, alphabet, wheel, aqueduct, mysticism, feudalism, industry, etc, etc. Once a certain level has been mastered, you will then be able to build things using that technology in your cities. You will need to build each city up from the original settlement, building libraries, granaries, barracks, aqueducts, soldiers, etc. You will also need to build "Great Wonders", each of which allows you then to build a new technological item - all necessary to eventually allow you to construct a spaceship. Each city will also need to be profitable, and can grow up to 5,000,000 people. You can place entertainers, tax men, and scientists in cities as well. You don't even have to fight other civilizations, you can trade with them instead! Each turn is from 1 to 20 years, so there are lots of turns... Requires: 1.2" FDD and hard disk drive. **IBM - $99.00** **AMIGA - $80.00 Out Now!**

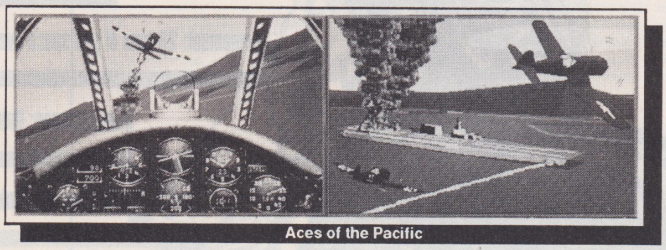
GOLD OF THE AMERICAS — **SSG**

Covers the violent evolution of the American continent - from discovery by Colombus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game. **IBM - $45.00** **AMIGA - $45.00**

WORLD WAR II

ACES OF THE PACIFIC — **DYN**

From the company which brought us RED BARON and A-10 TANK KILLER, we now have a definitive flight simulator for the WW2 Pacific Theature, covering every facet of fighter, light bomber & torpedo aircraft operations. There are twenty different fighters & seven different bombers to fly. One good aspect involved in carrier landings is the landing signal officer waving flags to guide you. You can fly single misisons, training flights, dog fighting famous aces, campaigns, ground attack & anti-shipping missions, and there is an excellent manual rich in historical content. The enemy AI is fortunately not as tough as in RED BARON, so melees are more fun, and cockpit and world graphics are an improvement. The only hitch is that the game becomes rather slow even with a 386/33. Requires: 386SX or better, 1.2" FDD, hard disk. **IBM - $90.00 Out Now!**



Aces of the Pacific

BATTLEFRONT — **SSG**

A recreation of multi-theatre corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply), in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan, and Bastogne: plus a detailed scenario design kit for the creation of optional conflicts. **C64 - $45.00**

BATTLES IN NORMANDY — **SSG**

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanised thrust inland that marked the beginning and the end for the Third Reich Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), & includes a design application for the creation of variant scenarios. **C-64 - $30.00**

CARRIERS AT WAR — **SSG**

Contains 5 decisive naval engagements - Midway, East Solomons, Philipine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. The brand new IBM version contains stunning graphics and combat reports, and is now available!!!! **C64 - $30.00** **IBM - $70.00 Out Now!!**

CARRIER STRIKE: SOUTH PACIFIC 1942-44 — **SSI**

An exciting dynamic tactical/operational carrier battle game from the author of SECOND FRONT and WESTON FRONT. You control carrier and surface task forces, and control planes individually. The game has several scenarios, plus campaigns, which can all be linked together. In each game you will be given objectives to fulfill. Aircraft need to be readied and armed, brought up onto deck, and then search planes sent out. (The computer controls all ground based aircraft and submarines.) Once an enemy task force has been sighted, you can then launch your fighters, dive bombers, and torpedo bombers. CAP can also be launched. The game starts being very biased agains the US, but by late 1943, the tide changes. Includes the Battle of Coral Sea, Eastern Solomons, and Santa Cruz, a hypothetical Torakina, and infinite numbers of random scenarios. There are dozens of Allied and Japanese ship and aircraft types, from carriers to destroyers and transports. Comes in EGA and VGA. Playing time is from 1 to 30 hours. **IBM - $80.00**

CARRIER STRIKE: EXPANSION SET — **SSI**

IBM - $40.00 (Due Oct)

EUROPE ABLAZE — **SSG**

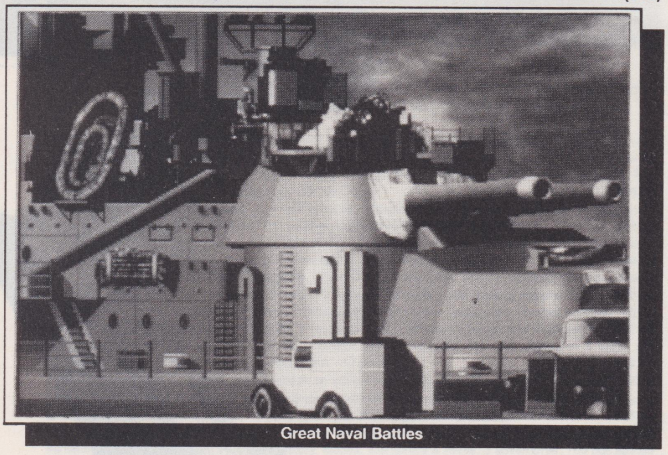
A package of three scenarios, each representing a particular style of operation that characterised the European air war from 1939 - 1945, from the desperate Battle Of Britain to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of the bitter fight for the skies is provided; including cloud cover, weather, flack, and Nazi jets. Also features an optional scenario design kit. **C64 - $30.00**

FIRE BRIGADE — **PAN**

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program. **IBM - $44.00** **AMIGA - $45.00** **MAC - $45.00**

GREAT NAVAL BATTLES 1939-43 — **SSI**

This game will be the most stunning WW2 naval combat simulations ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismark, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound & graphics. Requires: VGA screen, 386 or 486, hard disk, & 1.2 meg disk drive. **IBM - $90.00 Out Now!** **AMIGA - $90.00 (Dec)**



Great Naval Battles

HALLS OF MONTEZUMA — **SSG**

From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPAINT, which gives complete graphic control over the icons. Good detail. **C64 - $30.00** **AMIGA - $45.00** **IBM - $45.00**

PANZER BATTLES — **SSG**

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics. **C64 - $30.00** **IBM - $45.00** **AMIGA - $50.00**

ROMMEL: BATTLES FOR NORTH AFRICA — **SSG**

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps out witted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements. **C64 - $30.00** **IBM - $45.00**

RUSSIA - GREAT WAR IN THE EAST — **SSG**

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored

drives towards Moscow, to the desperate, exhausted defence of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces. **C64 - $30.00**

SECOND FRONT — SSI

This is the best computer wargame available, and recreates the entire WW2 German-Russo war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players control corps, each of which contains up to eight divisions or support units, but the divisions within each corps can be transfered to other corps if desired. And one of the most pleasing aspects of the game is that each division lists how many infantry squads, Flak, AT, and artillery guns, AFVs, and recon vehicles, that it contains. Actual AFV and aircraft types are given, and all loses in combat are recorded down to these individual vehicles and squads. Game mechanics are simple, but due to the enormous size of the game, there are dozens of hours of enjoyment to be had. The map changes color according to the weather, and there are options to paint enemy territory red or black, tactical or strategic map, supply lines, etc. Highly recommended. *This game can also be played by mail between two players. Simply do your turn, resolve combat, enter opponents turn and save game, and then post to your opponent, who does the same. To see how many casualties you caused, after saving game, quit off and resolve combat again (but do NOT save after this!), and you will be told how many casualties you caused.* **IBM - $60.00 AMIGA - $60.00**

SECRET WEAPONS OF THE LUFTWAFFE — LUC

This is actually a historical flight simulator recreating the air war over Germany from 1943 - 45, but adds a hypothetical extra six months in which the Germans can use another one of their "Secret Weapons". There are eight different planes to fly as you pit the US Eighth Air Force against the German Luftwaffe, being the P-47C and D, P-51B and D, B-17, and ME-109, FW-190, and the Secret Weapons, the Me163 Comet, Me262, and the Gotha-229. The game stretches from 1943 till 1945, with a hypothetical period following 1945, assuming that the Germans had managed to continue the war and put the experimental Gotha into the air. Each plane has digitised cockpits that are an improvement even over those of THEIR FINEST HOUR, time compression can now go up to 16 times, there are six campaigns, (3 German and 3 US), each with up to 30 or so missions. There are also tours of duty available for each plane type, consisting of around 400 missions, plus another 40 or so historical missions, plus a simple to use mission-builder, allowing you to make ANY mission at all. Altogether, there are around 500 ! ! missions to fly. And as well as gripping dogfights and bomber hunting, you can now also attack numerous ground targets, including bridge busting, airfield strafing, V1 and V2 launching site raids, and attacks against factories, research sites, oil refineries, flak gun positions, etc. These can be destroyed by bombs, rockets, or simply strafing. Requires: 1.2 meg floppy, and hard disk. **IBM - $85.00**

THEIR FINEST HOUR — LUC

This is without doubt one of the finest historical flight simulators available. The game focuses upon the Battle Of Britain in 1940, and players can fly Spitfires, Hurricanes with the English, or ME 109s, Stukas, ME 110s, and three types of bombers with the Luftwaffe. Each planes has it's own historical cockpit, depicted with superb graphical detail, and each plane performs as in real life - the Spitfire is the fastest plane available, but the ME 109 can outclimb it; the Stuka flies like a cow, but is dead easy to achieve a hit with dive bombing, and on the German bombers and twin engine fighter, you can be either pilot, bomber, or any gunner, and each of these can be put on automatic. There are 64 set missions, plus a campaign, which is totally at your discretion, and there is a simple mission design package, which allows you to make unlimited missions! The game is not too difficult, but has five levels of skill, and guarantees to give dozens if not hundreds of hours enjoyment. Requires hard disk & 1.2" meg disk drive. **IBM - $70.00 AMIGA - $70.00**

THE PERFECT GENERAL — QQP

This game has made a very good name for itself, containing both hypothetical and historical scenarios. The map graphics are absolutely stunning, and the game interface is simple to use. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barrages, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modem play. IBM Requires EGA or VGA. Thoroughly recommended. The two player or modem option gives hours of fun. **IBM - $80.00 AMIGA - $80.00**

THE PERFECT GENERAL SCENARIO DISK — QQP

This add-on contains another 15 WW2 historical scenarios, containing improved game mechanics, desert battlescapes, etc. **IBM - $60.00 Out Now!**

The Perfect General

WESTERN FRONT — SSI

At long last, players delighted by the SECOND FRONT gaming system can now relive the Allied D-Day invasion and following liberation of Europe in WW2, using the most detailed and most playable computer system developed. For one or two human players, including a play by mail option, players move about corps sized units, but can choose which divisions and support units are placed in those corps. The computer or player can control all aspects of production, including what AFVs, guns, aircraft to manufacture, strategic bombing of Germany, and combat losses are listed down to individual AFVs, guns, and infantry squads. All of Western Europe, including Italy, is covered by the Campaign Game, and there are three scenarios utilising small map areas, such as Bulge, Breakout, and Diadem. New are Political Points, which limit such things as strategic bombing, unit transfers, etc. For PBM instructions, see SECOND FRONT. **IBM - $60.00**

POST WORLD WAR II

A LINE IN THE SAND — SSI

TSR's excellent multi-player boardgame now comes to life as a computer game. This game is for 1 to 6 players, with the computer being able to control up to 6 players. It includes the two Iraq/Kuwaiti/USA historical scenarios, plus 4 hypothetical. In hypothetical games, each player has random goals to achieve. Land, air, naval, chemical, and nukes are included, and each game can take 2 - 12 hours, depending upon scenario. EGA and VGA. **IBM - $70.00 (Nov)**

BIRDS OF PREY — ELA

This is one of the most comprehensive flight simulators ever. There are 40 different aircraft including the MIG-29, B1-B, F-117A, etc. There are twelve mission types, such as bombing runs, troop drops, air superiority, ground attack, reconnaisance, etc. Featuring a real world environment with 3 terrain types, airports, and carriers. Both versions out now. **IBM - $70.00 AMIGA - $70.00**

MacARTHUR'S WAR: KOREA — SSG

In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts. **C64 - $30.00 IBM - $52.0**

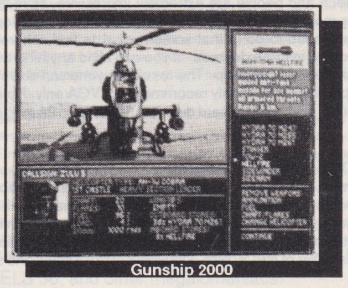
WORLD WAR III

F-117 STEALTH FIGHTER II — MIC

The old F-19 computer game had good game mechanics but disgusting graphics - but this new game more than rectifies that problem. F-117 is one of the most visually appealing flight simulators available. You can fly either the Lockheed F-117 or a Microprose F-117 (has double the weapons and can engage in aerial missions). You can fly missions at night, dawn, or dusk, during cold war, limited war, or conventional war. The cockpit details are superb, including side and rear views that will leave you breathless. But one of the most pleasing aspects of this game is the ground detail - seven theatres of the world are included, and each includes mountains, rivers, cities, downs, depots, all according to real life. And the ground graphics are the best yet, no other flight simulator comes even close. There are three flight modes, no crash, easy landings, and realistic landings. Fortunately, you can play on no crash mode all the time and the mission scores still count. You always have to take off (which is dead easy), fly to the targets, and then fly back home and land again (which is also dead easy when using no crash mode). Each mission will usually take around 45 minutes, and the ground and night sky graphics are so good you'll never want to land. Game mechanics are also superb, as you hunt down enemy VIP planes, fighter patrols, important ground targets, do photo recons, etc. And practically nothing can spot you, only the IL-76s, and you have heaps of possible counter measures to use. You can even take off from and land on carriers! Theatres include Cuba, Desert Storm, Middle East, Korea, Central Europe, Norway, and Vietnam. Thoroughly recommended, guaranteeing dozens of hours of playing time. Note: requires 1.2" meg disk drive and hard disk. **IBM - $99.00**

GUNSHIP 2000 — MIC

This is the definitive flight simulator of the Apache and five other advanced modern helicopters. Game mechanics are good, there are multiple hours of flying time involved. I have not played it myself, but have been assured that it is good fun, and one pleased customer reported that if you love stunts and flying dangerously, there is a train tunnel in the game which you can fly through, though watch those rotor blades - touch the roof or walls and you're history. And watch out - you may meet a train in there too! (Though one burst from your chain cannon and bye bye choo-choo!) You pilot and command a squadron of helicopters and there are hundreds of missions.
Requires 1.2" floppy disk drive & hard disk. (VGA) **IBM - $99.95 Out now!**


Gunship 2000

HARPOON — 360

With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GIUK Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible: and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire - thus prudent tactics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains it's sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keeping! Features 12 scenarios. **IBM - $70.00**

HARPOON CHALLENGER PAK — 360

This is only available on AMIGA, and in fact, is the only way for AMIGA players to get into HARPOON. But this pack is certainly value for money. Included in the box are the standard Harpoon game (as described above), the Harpoon Battleset # 2 (as explained below), the Harpoon Scenario Editor (also explained below), and the HARPOON BATTLE BOOK, which is 304 pages of strategies and tactics of the Harpoon computer game, including information on 800 Naval platforms and weapons systems. This pack is worth way over $99.00. **AMIGA - $99.00**

HARPOON BATTLESET #2 CONVOY — 360

This scenario disk focuses on operations in the North Atlantic theatre. America's convoy routes to Europe are vital for NATO's offensive capabilities, and as a consequence, the control of the Atlantic is of immense strategic value. Soviet submarines are the major threat in this conflict, plundering mercantile shipping and disrupting the coastal regions of North America. Includes the French and Spanish navies. Players have the option of controlling either NATO or Soviet forces. Requires 1.2 disk drive. **IBM - $50.00 AMIGA - $50.00**

HARPOON BATTLESET #3 — 360

This contains 16 scenarios set in the summer of 1990, in the Mediterranean, including the Middle East, including 60 new ships, such as hydrofoils, helicopter cruisers, submarines, attack helicopters, MIG 25s, mirage fighter bombers, etc. Countries include France, Italy, Greece, Turkey, Israel, Egypt, Libya, Syria (with Iraq), USA, and USSR. **IBM - $50.00 AMIGA - $50.00**

HARPOON BATTLESET #4 — 360

Indian Ocean and Persian Gulf are covered in this supplement for Harpoon. It contains several Desert Storm scenarios, studies of Indians/Pakistanis and Soviets; a scenario with the Invincible; missions with F-117 Stealth Fighter (send it off to operate alone!); a scenario taking out Iranian terrorist bases. **IBM - $50.00 AMIGA - $50.00**

HARPOON SCENARIO EDITOR — 360

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset alloca-

tion, fleet structures, the rules of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on all scenarios. **IBM - $50.00 AMIGA - $50.00**

HARPOON DESIGNERS' SERIES 360

This BattleSet Enhancer gives you up to 48 new scenaries, (12 for each BattleSet you own), and has hundreds of new platforms that include air and naval forces not contained in any other Harpoon material, such as the F-117A Stealth Fighter, the proposed F/A-18E Hornet, Soviet CIS Aircraft Carrier Admiral Kuznetov. New countries added inlcude Bulgaria, Canada, Denmark, Finland, Germany, Morocco, Netherlands, Sweden, etc. IBM requires 1.2" meg floppy disk drive. Both out now! **IBM - $70.00 AMIGA - $70.00**

SCIENCE FICTION

CYBER EMPIRES SSI

A sci-fi game for 1 to 5 players, it is a challenging game of strategies and world combat, as players control a country, building up capital structures, fortresses, and factories towards the end of building cybernetic war machines. You then must attempt to conquer the world with your cyborgs, and can either control the combat yourself, or let the computer resolve the action for you.
IBM - $80.00 (Due Oct) AMIGA - $80.00 (Nov)

'M' SSI

Strange title, but looking to be an excellent game of adventure in the RENEGADE LEGION universe, designed for use with 16-bit computers. Graphics are state of the art with cinematic scenes, isometric views scroll smoothly. You lead a party of 4 and one robot on the planet Monsoon, which is mysteriously covered by a noxious cloud called Tarp. Your renegade legion team must uncover TOG's horrifying plans, and free the locals from slavery. There are ten cities to explore, and game play is 50 - 100 hours. Takes up over 10 meg. IBM Requires: VGA, 1.2 meg disk drive & hard disk. **IBM - $90.00 (Oct) AMIGA - $90.00 (Feb'93)**

MARTIAN MEMORANDUM ACC

This game is one of the first (and the best) of a new style & era of adventure games - a style which involves the game's characters and NPCs being fully animated, coming from motion video, and talking to you. That is, the game designers have filmed real people doing the talking, and have digitised these conversations and encounters and have slotted it into the game. The result is close to watching a movie on TV! The game also features a technological breakthrough, you don't need to have a soundboard to hear the characters speak. Even through your standard PC internal speaker, you will hear quite clearly the people talking to you.
The game is set in the 21st Century, focusing on Tex Murphy, a private eye. You receive a new case, Marshall Alexander (who owns Terraform Corp, the single organisation that practically owns and runs Mars) tells you that his gorgeous daughter has gone missing, and leads soon indicate that she may have been taken to Mars. But not all is as it seems, something else belonging to Alexander went missing with his daughter, and you suspect this is really what he is after. The following case takes you throughout the dingy streets of your city, involves blackmail, murder, and eventually going to a smugglers base in South America. Then onto Mars, you will go through mining facilities, a casino, and visit many people as you try to track down Alexius Alexander. The graphics and digitised speech and people are extremely impressive, as is the complexity of the plot. But this game has one more great draw card - every screen has a help option, which will give you clues on everything you need to do in that screen, what to find, where it is, how to talk to people, etc, and the help comes in three degrees - if you can't find anything with the first level, ask for help again, and it will give you further help. The result? Anyone can solve this adventure - not just those with patient role playing skills. Highly recommended. VGA only. Note: requires hard disk and 1.2" meg disk drive. Takes up 7 meg on hard disk, but draws from 24 meg of packed files. **IBM - $70.00**

MEGATRAVELLER #1: Zhodani Conspiracy PAR

Five specialist characters must be selected (each with independent skills & abilities) and sent on a mission to hunt down a spy through the Spinward Marches. This operation will require both military prowess and diplomatic charm, for the five agents will surely encounter such blood-thirsty entities as alien mercenaries, pirates and customs officials! The game features space and land combat, over 25 very detailed worlds, 100s of NPCs, plus a labyrinth of false clues and sub-plots.
IBM - $90.00 AMIGA - $90.00

MEGATRAVELLER # 2: Quest for Ancients PAR

Advanced character generation allows up to 35 careers and 125 skills, either human or Vargr. Your team is on a desperate mission to save a planet from impending doom at the hands of a corsair full of pirates. There are over 100 planets with starports, cities, abandoned ships, ancient sites, stores, casinos, taverns and more! **IBM - $90.00 AMIGA - $90.00**

REACH FOR THE STARS SSG

This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven. *This game can be played PBM. Each player does his turn, ends his turn and enters the next players turn, saves, and posts it to the next player. Simply make all battles be to the death.* **AMIGA - $45 IBM - $45 C64 - $30 MAC - $45**

SPACE HULK ELA

This is it! This game is going to be one of the hotest games released next autumn. It will have no simularities to the Heroquest computer game, as SPACE HULK is being done by Electronic Arts. The graphics are absolutely stunning, including terminators with all types of weapons (flamers, thunder hammers, powerfists, lightning claws, chainsaws, assault cannons, & bolters), and terrifying purestrain Genestealers. You will command 5 - 10 terminators in "freeze time", which means real time play with the option of stopping play to give new orders. But freeze time is limited, just like command points in normal Space Hulk. The game has a tactical overhead view for giving orders, but the actual play is 3-D like in EYE OF THE BEHOLDER, as you control one individual terminator. There is a complete Deathwing campaign. Requires: 1.2" FDD and hard disk.
IBM - $80.00? (Feb?) AMIGA - $80.00? (Mar?)

Space Hulk - Your Commander

STRIKE COMMANDER ORI

Based on the WING COMMANDER system, here you will fly six different types of fighters against twenty enemy types. The year is 2007 AD, and you will serve a mercenary fighter command, fighting neo-nazis, third world dictators, and the IRS. With a 20 mission interactive campaign.
Requires hard disk, 1.2 meg disk drive, 2 meg RAM, 386 machine. **IBM - TBA (Nov)**

WING COMMANDER ORI

This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalthi, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. (And a secret awaits you in the last mission!)
Note: requires 1.2 meg disk drive, and hard disk or two floppies. **IBM - $90.00**

SECRET MISSIONS # 1 ORI

This is the first sequel to WING COMMANDER: players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, plus a mission selector for WING COMMANDER. Requires 1.2 meg disk drive. **IBM - $50.00**

SECRET MISSIONS # 2 ORI

The second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & it's fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies.
Requires 1.2 meg disk drive. **IBM - $50.00**

WING COMMANDER # 1 DELUXE ORI

This contains WING COMMANDER # 1, and SECRET MISSIONS 1 and 2.
Requires 1.2 meg disk drive & hard disk. **IBM - $110.00**

WING COMMANDER II ORI

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk! Requires: hard disk and 1.2 meg FDD. **IBM - $110.00**

SPECIAL OPERATIONS # 1 ORI

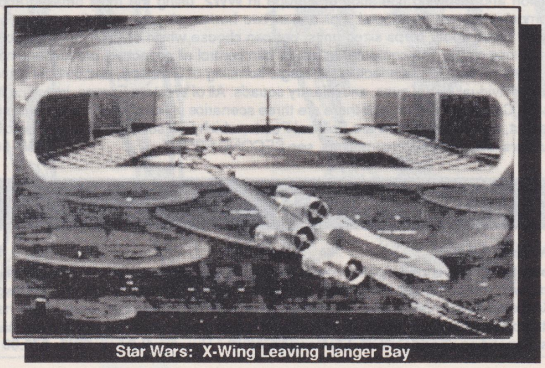
This is the first sequel to WING COMMANDER II, and it is certainly the hardest yet. Not only are the Kilrathi beginning to mount a new offensive, but a Federation strike cruiser, complete with full complement of fighters, has mutinied, and it is your job to save the day. There are 16 missions, each connected by cinematic sequences and intrigue.
Note: requires 1.2" meg disk drive. **IBM - $60.00**

SPECIAL OPERATIONS # 2 ORI

Twenty new missions, where you can fly a new superfighter armed with tactical nukes! You fly undercover missions, meeting new wingmen and old enemies. Includes mission selector for WC2.
Requires: 1.2 meg disk drive. **IBM - $60.00**

X-WING: STAR WARS FLIGHT SIM LUC

Remember the movie Star Wars? All of the dog fight scenes were developed from WW2 dog fights. And as a result of Lucasfilm's research into this period of history, they have released the two



Star Wars: X-Wing Leaving Hanger Bay

best historical flight simulations ever, being THEIR FINEST HOUR and SECRET WEAPONS OF LUFTWAFFE. Well! Now Lucasfilm has taken the same team and put them to the task of developing a Star Wars flight simulator - and the game is looking to be one of the best flight sims produced. Graphics are absolutely superb, there are interactive transition scenes between flights, players are themselves as recruited into the Rebel Alliance, can fly A-Wings, Y-Wings, and X-Wings, there is fully digitised speech with friendly back ground chatter over the headset during combat, you can chat with your R2 unit, etc. There are three tours of duty. The first is pre-Star Wars missions, the second involves stealing the plans to the Death Star, and the third culminates in fighting the Death Star. 85% of the story line is original, 15% from the movie. I'm waiting for this one with baited breath...Requires: 1.2" FDD, hard disk, 386SX or better? **IBM - $99.00 (Due Dec?)**

FANTASY

FIRE KING — SSG

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks and cranies for treasure and evil foes. Features arcade style action with 3-D graphics. Players meander around the Fire King's Realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action a-plenty for those brave enough to venture from the castle's comforts. **C64 - $37.00** **IBM - $45.00**

LORD OF THE RINGS, Part One — EA

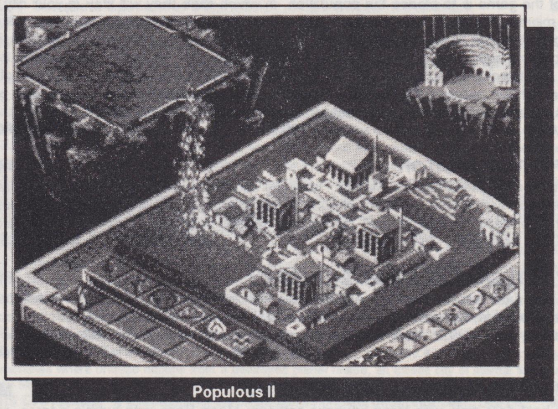
This is the official computer game of the Lord of the Rings. The adventure starts with our four hobbit friends, Frodo, Sam, Merry, and Pippin, at Bilbo's party. Bilbo makes his grand disappearance, and Gandalf comes to tell Frodo about the One Ring. As Frodo, you now have to escape from the Black Riders and flee to Rivendell, so the great quest can begin. This is a big game, requires hard disk?), & ends with the parting of the Fellowship. **AMIGA & IBM - $60.00**

LORD OF THE RINGS, Part II — EA

This covers the second part of the Lord of the Rings, being THE TWO TOWERS. You will travel through the Forest of Fangorn and meet the ents, go over mountain passes, through a great fortress cave complex, a ghastly marsh, and the Two Towers. Includes an enhanced interface, digitised speech, and colorful animations. The game can be played alone, or as a carryon from the first game. Note: requires hard disk and 1.2" meg floppy. **IBM - $80.00 Out Now!**

POPULOUS II — BUL

For all you people who've been delighted by Populous, you'll love this carry on. Thirty two Greek mythical gods would like to challenge you, and each has his or her own skills and weapons. Graphics are greatly improved, and you will be delighted as your little people build all forms of Greek architecture. There are apparently 1,000 worlds to battle in, and you don't progress up to the next Greek deity until you've beaten the previous one - Zeus is the last and is the "umpire" of all games. If you do well, he'll reward you, if not, he'll be disappointed. The game involves you and the computer player each starting with a small number of people. You have to guide your own in building houses, villas, and cities. The better you build, the quicker they populate. The more people you have, the more divine power you have, and then you can inflict divine disasters against the enemy. (The world is too small for two deities, and one will have to leave...) Very, very cute graphics. (You should see the vegetable head people!) **AMIGA - $70.00**



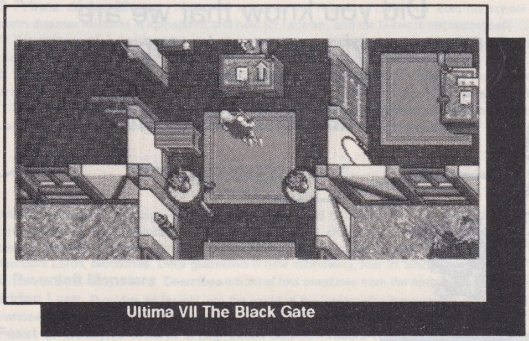
Populous II

ULTIMA VI The False Prophet — ORI

Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc through the chill air, and the gory refuse of victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld (brought forth from the 20th Century is a stunning graphic introduction) and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced. **C64 - $85.00** **IBM - $85.00**

ULTIMA VII The Black Gate — ORI

200 years have passed in Britannia, and though the society has advanced, an incurable disease is striking the mages, pollution and ecological waste is running rampant, and the Moongates are malfunctioning, and murders are running amuck. You have to discover who is behind it all. Features superb graphics, sound track, and background effects. Requires 1.2 meg disk drive & hard disk. **IBM - $110.00**



Ultima VII The Black Gate

WARLORDS — SSG

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurg on the box, which well sums up the friendly atmosphere. (We have been asked by customers to add a warning to this game - it is extremely addictive!) Note: the IBM version is an improved version. **IBM - $50.00** **AMIGA - $50.00**

ADVANCED DUNGEONS & DRAGONS

CHAMPIONS OF KRYNN — SSI

As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character and complexity to Pool of Radiance. A party of grizzled veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus the more civilised communities that reside in Krynn. **C64 - $50.00** **IBM - $50.00** **AMIGA - $30.00**

CITADEL OF THE BLACK SUN — SSI

This game is due December, January. **IBM - $70.00**

CURSE OF THE AZURE BONDS — SSI

Sequel to Pool of Radiance, the most popular and potentially rewarding regions of the Forgotten Realms fantasy world is now revealed to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes and heroines. The mechanics feature extra character classes (rangers and paladins), many new spells, and an array of fearsome beasties and dangerous lairs.
C64 - $30.00 **IBM - $30.00** **AMIGA - $30.00**

DARK SUN - Shattered Lands — SSI

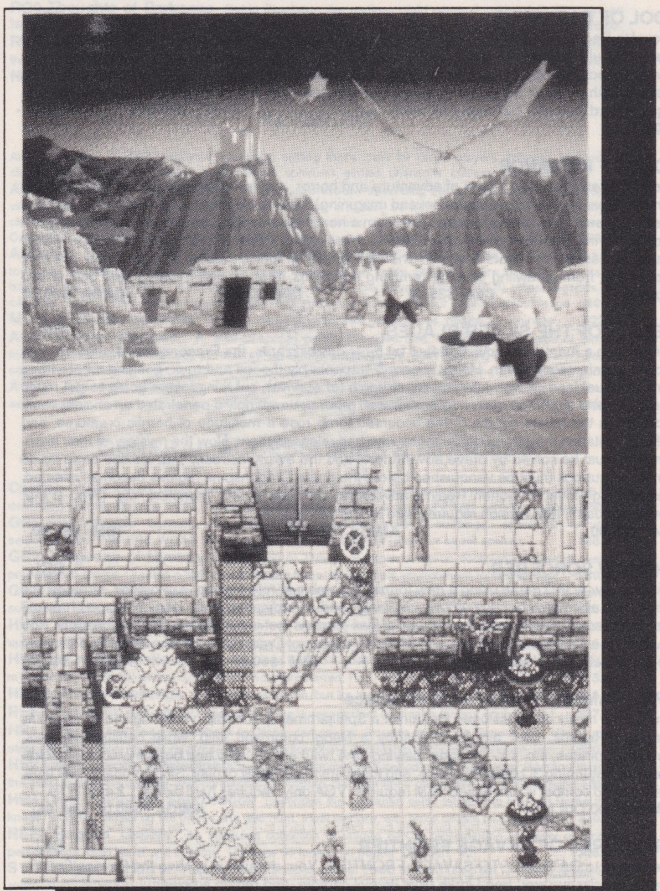
Now you can adventure in the savage Dark Sun world of Athas, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Draj, condemned to die as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50 - 100 hours game play. Takes up over 10 meg. Requires: VGA, hard disk, & 1.2 meg disk drive.
IBM - $80.00 Out Now! **AMIGA - $80.00 (Jan'93)**

DARK QUEEN OF KRYNN — SSI

The sequel to DEATH KNIGHTS OF KRYNN, is set in the Dragonlance world of Krynn, requiring 40 - 100 hours to solve. This boasts a fully evolved version of the SSI computer game system, and you can transfer your characters from DEATH KNIGHTS, while you battle Krynn's worst nightmare. You can take your characters up to the 40th level, and you can do an extensive underwater exploration. Both Out Now! IBM Requires hard disk & 1.2 meg disk drive.
IBM - $70.00 **AMIGA - $70.00**

DEATH KNIGHTS OF KRYNN — SSI

It has been one year since the Champions of Krynn claimed victory over the massed forces of evil.



Dark Sun - The Shattered Lands

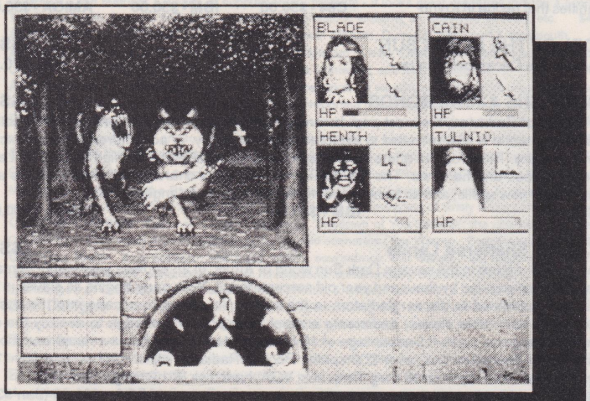
Now the Lord of the Death Knights, Soth himself, is preparing to wreak havoc in an eruption of evil such as Krynn has never witnessed. As members of the Special Solamnic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge - and living to tell it. This game takes the award winning game system used in Champions of Krynn to new heights. There are higher character levels, new monsters and spells, and enhanced combat.
C64 - $50.00 **IBM - $60.00** **AMIGA - $60.00**

EYE OF THE BEHOLDER — SSI

This is the first game using a brand new system - players receive a 3-D point of view that creates that "you are actually there" feeling, and all commands are done with a "point and click" system. You are welcomed to the proud city of Waterdeep - a metropolis awash with intrigue and adventure, frequented by wealthy merchants and august nobles, alive with vitality and color, perfumed by spices ad herbs from around the world. Beneath these every busy streets, beyond the reach of both light and noise, is a labyrinth of sewers that conceals a criminal conspiracy. This warren of foul tunnels and dank corridors echo with inhuman shrieks and the eerie sounds of scuttling horrors. Only reckless adventurers seeking wealth unknown and the challenge of conquest dare to enter the untamed realms below Waterdeep.
IBM - $65.00 **AMIGA - $60.00**

EYE OF THE BEHOLDER II — SSI

This sequel of EOB # 1 includes a haunting forest on the way to the dread Temple of Darkmoon, a catacomb, and three large towers. Graphics are improved, and there are lots of new, smarter, meaner monsters - and some of the nastiest ones are humans. You can transfer in characters from the first game, and they can reach 13th level. Comes with EGA and VGA. Note: requires hard disk and 1.2" meg disk drive.
IBM - $70.00 **AMIGA - $70.00**



Eye of the Beholder II

GATEWAY TO SAVAGE FRONTIER — SSI

The first adventure in a new series, using the popular POOL OF RADIANCE adventuring system. This is set in a new world, where you can sail the Trackless Sea, conquer the heights of the Lost Peaks, brave the ruins of Ascore, visit magical Silverymoon and on it goes. You have to find talismans with which to destroy a new dark invasion. An exciting new wilderness allows players unlimited explorations, characters begin at 2nd level and can progress up to 8th level. IBM Version requires hard disk or two floppies, requires 1.2" meg disk drive.
IBM - $70.00 **C-64 - $50.00** **AMIGA - $70.00**

POOL OF DARKNESS — SSI

Sequel to Secret of the Silver Blades, this takes you back to the Moonsea area for the final battle against the ultimate enemy. You can transfer in your existing characters, and includes new spells, new monsters, new dimensions to travel in, characters entering the game at 15th level can go on past the 25th level, all using the most popular computer adventure system to date. IBM version requires hard disk and 1.2" meg disk drive.
IBM - $70.00 **AMIGA - $70.00**

POOL OF RADIANCE — SSI

The Forgotten Realms is a land of adventure and horror, and for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasties, thus searching for and destroying whatever evil force is behind this mayhem. Features an array of Classic AD&D character classes, monsters & spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons. IBM version requires hard disk or two floppies.
C64 - $35.00 **IBM - $30.00** **AMIGA - $30.00**

SECRET OF THE SILVER BLADES — SSI

Shrouded in a mantle of snow, battered by ferocious blizzards, the Dragonspine Mountains is an imposing, unforgiving realm. Hardy miners & trappers ply the ice and rock, gouging a bare living from the cruel land. It was a relentless struggle for survival, but things were going to get much worse...A mine shaft was sunk into unhallowed ground, unwittingly if penetrated an ancient vault. From within the musty depths of the accursed tomb rose a multitude of horrific creatures, and without hesitation they slaughtered those who had released them. Now the mystery of their imprisonment must be solved by brave adventurers, and the evil monstrosity that resides deep inside the frozen gutrock must be vanquished before the entire Dragonspine regions becomes infested. This is a high-level Forgotten Realms adventure, with new spells, monsters, etc. (Who is that glowing mouse?) IBM version requires hard disk or two floppies.
C64 - $35.00 **AMIGA - $60.00** **IBM - $50.00**

SHADOW SORCERER — SSI

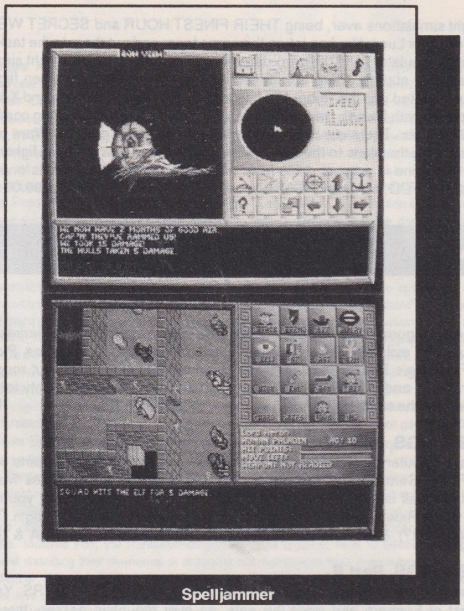
This is a new AD&D game using a new format. It combines role playing, exploration, strategy and action, with all combat being realtime, requiring good co-ordination. Your party of heroes has rescued hundreds of people from the fortress at Pax Tharkas, but is pursued by the Dragon army. You have to find a safe haven for them, and will battle hordes of Draconians and the Great Red Dragon. A point and click interface is used.
IBM - $60.00 **AMIGA - $60.00**

SPELLJAMMER Pirates of Realmspace — SSI

You are the newly commissioned captain of a Spelljammer space ship, venturing into space in the Forgotten Realms. Your aim is to destroy a Neogi command ship, while battling monsters, mutineers, pirates, etc. 40 - 60 hours playing time, with ship to ship and boarding combats. Graphics have stunning 3D views of space, and there are three levels of play. Ship combat is real time, while ground combat is turn based. IBM requires: VGA only, requires hard disk & 1.2 meg FDD.
IBM - $80.00 Out Now! **AMIGA - $80.00 (Jan'93)**

TREASURES OF SAVAGE FRONTIER — SSI

The sequel to GATEWAY TO SAVAGE FRONTIER. Your mission is to save the Savage Frontier from a cataclysmic war, free Llorkh from its evil captors, and regain a powerful magical item lost since ancient times. Movement and combat are now subject to the effects of weather, and players


Spelljammer

can interact with NPCs, including romances. Reinforcements are also possible during combat. Game play is 40 to 100 hours. Comes with EGA and VGA. Requires hard disk and 1.2 meg FDD.
IBM - $70.00 **AMIGA - (sept)**

MISCELLANEOUS TITLES

SIMCITY — MAX

This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow and develop to successful proportions. There are six preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands and river sites, upon which you can build a city from scratch. You control where to place roads, highways, and railways, and residential, commercial, industrial areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, and others will migrate, but the people are fussy, and will complain about traffic congestion, pollution, housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target!). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended!
C64 - $50.00 **IBM - $80.00** **AMIGA - $80.00**

SIMCITY TERRAIN EDITOR — MAX

This is an extremely useful tool for Simcity - now you can fill in those rivers and get more land to build on, you can set up your own river channels, add forests to help with pollution, and custom make your own maps. The game also comes with several scenarios, including a post-nuclear melt-down, and a city with 11 billion dollars.
IBM - $30.00 **AMIGA - $30.00**

SIMCITY ALTERNATIVE ARCHITECTURE # 1 — MAX

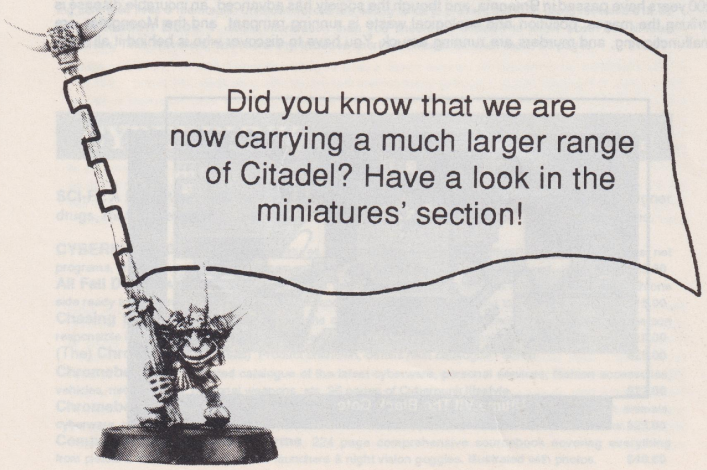
This adds new data sets for Simcity - Ancient Asia with new icons for villages, oriental castles, monastries, rice fields, typhoons, dragons; Medieval Europe with rural villages, jousting tournaments, castles, etc; and Wild West, with farmers, miners, ranchers, twisters, balloon crashes, etc. Very cute.
IBM - $60.00 **AMIGA - $60.00**

SIMCITY ALTERNATIVE ARCHITECTURE # 2 — MAX

This is the best data disk, with three futuristic settings: Moon Base with bubble domes, space ships, dust pools, oxygen shortages, etc. The other two data sets are Future USA and Future Europe, each with superb graphics depicting new hospitals, traffic tubes, mono-rail trains, cold fusion plants, space ports, etc. Mesmorising.
IBM - $60.00 **AMIGA - $60.00**

IBM GAMES

All programs require a COLOR CARD to run, and some games are available separately in CGA, EGA, or VGA, though most games are compatible for EGA and VGA only. Most IBM games are also available on 3.5" disks on request, however, for the others, we can provide a conversion, which will involve a small wait.



MINIATURES RULES

WRG ANCIENTS RULES — HISTORIC

WRG **ANCIENTS RULES** 7th Edition
Wargames Research Group's 3000BC to 1485AD rules. Each figure (5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in this 56 page book, plus reference cards. The rules include historical background, field engineering, fortifications, unusual 'terror' weapons, and basic strategies. **$15.00**

BATTLESYSTEM — FANTASY

TSR **BATTLESYSTEM**
A moderate complexity system covering large-scale battles between 25mm fantasy units (particularly Ral Partha's excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying rules, sieges, and much more. Each figure represents ten soldiers, or one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D player-characters can be used as heroes in any Battlesystem scenario. Made by TSR, with 128 pages and color photographs. **$30.00**

TSR **BATTLESYSTEM SKIRMISHES**
Modified BATTLESYSTEM rules designed for smaller forces (10 to 50 combatants), with each figure fighting individually. Can be used in conjunction with AD&D. Mechanics include morale, experience, personal challenges, etherealness, aerial combat, magic weapons, illusions, war machines, wizards & more. 128 pages with color photos and a painting guide. **$35.00**

TSR **GR1 STRONGHOLDS**
This generic accessory contains a collection of reprinted (originally from FR8, WGA2, WGA3, Castles) color cardboard 25mm scale buildings - predominantly medieval township dwellings. Includes 25mm street layout maps and a book of assembly instructions. **$38.00**

TSR **CASTLES**
A generic medieval-fantasy supplement boasting a wealth of 25mm color cardboard structures, including towers, holds, fortress walls, battlements, drawbridges, siege towers, fieldworks, plus numerous floorplan aids, etc. Includes assembly instructions. **$60.00**

BLADESTORM — FANTASY

IRO **BLADESTORM**
Skirmish level system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page color troop guide, two large color maps and dice. By Iron Crown Enterprises. **$30.00**

IRO **BLADESTORM BESTIARY**
96 pages of new critters - featuring giant animals, zephyr hounds, flying beasties, undead, artificial beings, shapechangers, demons, invaders, assailers, dragons, 10 scenarios, encounter tables, plus generators for weather, treasure, and Power Hue. **$25.00**

CHALLENGER II — MODERN

TAB **CHALLENGER II**
Covers battlegroup combat from 1950 to 1990's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **$15.00**

TAB **MODERN EQUIPMENT HANDBOOK**
92 page guide to equipment specifications and point values. Contains a compendium of vehicles (MBTs, TDs, APCs, ACs, recon units), anti-tank missiles, rockets (conventional and NBC), antiaircraft systems, mortars, artillery & helicopters, all from 49 countries. **$15.00**

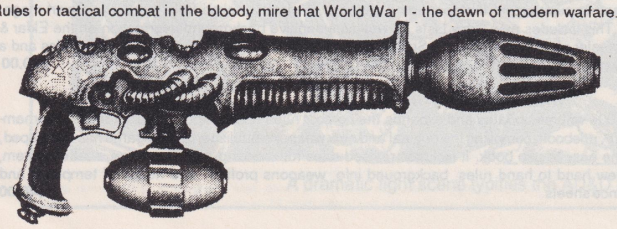
TAB **DIGEST # 4**
Ultra modern army lists Volume # 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. **$15.00**

TAB **DIGEST # 5**
Features tables of organisation for the Middle East, Africa, the Far East, Latin America, and Rapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces. **$15.00**

COMMAND DECISION 2nd Ed — 20th CENTURY

GDW **COMMAND DECISION**
2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airmobile & amphibious operations, 6 scenarios, and DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, and chits. **$50.00**

GDW **OVER THE TOP**
Rules for tactical combat in the bloody mire that World War I - the dawn of modern warfare. The game mechanics feature chemical warfare, artillery barrages & variant ammunition, complex prepared trench systems, weather, night fighting, aerial operations, trench raiding parties, stosstruppen, demolishes, exhaustion, flamethrowers, BEF's Mad Minute, rudimentary AFVs, planes, and deadly machine guns. This 128 page book includes 10 scenarios, two campaigns, & complete 1914 - 1918 Orders of Battle for 13 nations. **$20.00**



DE BELLIS ANTIQUITATIS — ANCIENT

WRG **DE BELLIS ANTIQUITATIS**
Wargames Research Group's fast play campaign rules. This 20 page book contains simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **$6.50**

FANTASY WARRIORS — FANTASY

GRE **FANTASY WARRIORS**
Grenadiers incursion into the realm of tabletop fantasy miniatures' gaming is a pleasant surprise. This is a low to moderate complexity system that allows play to flow quickly without sacrificing the character necessary for epic fantasy battles. The rules contain the best command control and orders rules available, and the 56 page rulebook also includes sections on scouting, warchief boasts, omens, threats (quite useful), magic, talismans, army lists, and more. All armor types and weapons are classified individually - there are no values for these as is common in most rules. There are 150 game markers, dice, and 102 25mm plastic dwarves and orcs. **$70.00**

HARPOON — MODERN

GDW **HARPOON**
Excellent tactical naval rules, featuring a 48 page rulebook, the 144 page Data Annex 1990-91 book (see below), a 16 page scenario book, 2 reference cards and 168 counters (if you can't afford miniatures.) The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. incorporates devastating air-power and sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc.) **$60.00**

GDW **BATTLES OF 3RD WORLD WAR**
Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48 pages. **$15.00**

GDW **SHIP FORMS**
25 detailed status sheets for popular ship classes in the NATO (12 entries) and Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft and 4 helicopter profiles, plus a scenario-generation system. **$18.00**

GDW **SUB FORMS**
Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. **$18.00**

GDW **ASW FORMS**
Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario generation system. **$18.00**

GDW **DATA ANNEX 1990-91**
Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels. Also features new aircraft endurance rules. **$10.00**

GDW **THE SOUTH ATLANTIC WAR**
Features 24 scenarios that recreate the furious clashes between Britain and Argentina in their battle for control of an island full of cold sheep (not New Zealand!) Includes pregenerated ship status sheets, background info, environmental data & land campaign rules. **$22.0**

GDW **TROUBLED WATERS**
Features over 30 pregenerated ship forms and special rules that cover 3rd world navies, with scenarios from the 1973 Arab-Israeli war, Iran-Iraq war, and the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. **$20.00**

JOHNNY REB — U.S. CIVIL WAR

GDW **JOHNNY REB**
2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **$40.00**

KRYOMEK — SCIENCE FICTION

FAN **KRYOMEK**
This is a skirmish and mass-combat set of Sci-Fi rules for the war between the humans of the Nexus Tri-Federation and the Kryomek hive terror-creatures (basically intelligent ALIENS.) The fast play mechanics include a command-chit order system and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign & universe background, weapons tech, morale, drones, bioengineering, combat vehicles, etc. This superb production is complemented by a huge range of miniatures and resin kits also made by Fantasy Forge. **$40.00**

FAN **KRYOMEK MILITARY ANALYSIS**
Comprehensive army lists and additional rules for Kyromek. Due March'93 **$40.00**

NAPOLEONS BATTLES — HISTORIC

AVA **NAPOLEONS BATTLES**
Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **$50.00**

AVA **NAPOLEONS BATTLES EXPANSION MODULE**
Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain & formations, etc), and 9 complete scenarios. 54 pages. **$15.00**

PHOENIX COMMAND — GENERIC

LEA **PHOENIX COMMAND** 2nd Edition
A quick-playing, realistic small-arms combat system (for miniatures or role playing). Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of manly slaughter. Recommended. **$35.00**

LEA **ADVANCED DAMAGE TABLES**
A detailed expansion of the Hit Location and Damage tables. Includes rules for bullet paths (showing just what gets splatted), low penetration weapons, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! **$20.00**

LEA **ADVANCED RULES**
More mayhem than you can poke a stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills, training, etc. **$20.00**

LEA **ARTILLERY SYSTEM**
Here's some heavy hardware that's guaranteed to turn every target into instant fertilizer! With 72 pages detailing an extensive range of guns, rockets & mortars: plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc **$22.00**

LEA **CIVILIAN WEAPON DATA SUPPLEMENT**
Details 118 weapons available in America to the general public (useful for such activities as a McDonald's Massacre, etc.) or hardcore cops 'n' robbers type overkill. **$20.00**

LEA **HAND TO HAND COMBAT SYSTEM**
No mucking about here kids - straight into the real messy stuff! 47 pages with rules for whips, swords, baseball bats, chainsaws, & other friendly gadgets. Includes character generation. **$22.00**

LEA **HEAVY METAL**
Details the capabilities, suit hit locations, and damage tracks for 11 types of power armor. Includes rules for weapon battlepacks, auxiliary packs, and Dragoncrest equipment. **$27.00**

LEA **HIGH-TECH WEAPON DATA SUPPLEMENT**
Describes futuristic cyberpunk-genre weaponry (Sliver, Flechett & Lase munitions), power body armor (flex, power, etc.) Plus data on caseless ammo, mines, and launchers. **$22.00**

LEA **MECHANISED COMBAT SYSTEM**
The theory behind this one is that if you can't shoot straight enough to hit the buggers, then run'em down with a great @$#&! tank. 112 pages of info. Due ? **$30.00**

LEA **PHOENIX COMMAND EXPANSION**
New rules includes animals in combat (from dogs to sharks to dinosaurs), laser sights, specific aim points, etc. 32 pages of more mayhem than you can poke a stick at. **$20.00**

LEA **RUSSIAN ROULETTE**
This 48 pg book focuses on the recent breakup of the Soviet Union, with 6 historical and hypothetical scenarios, including the battle between the Soviet Special Forces & Latvian police, & a "what if" scenario of the Soviet military tried to capture Boris Yeltsin during August's failed coup. **$20.00**

LEA **SPECIAL WEAPONS DATA SUPPLEMENT**
32 pages detailing unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, garottes, etc. **$20.00**

LEA **WILD WEST WEAPON DATA SUPPLEMENT**
Features 48 popular period weapons with historic overviews, plus rules for quick drawing, fanning revolvers, speed loading, and other classic western shootout stuff. **$10.00**

LEA **WORLD WAR II WEAPON DATA SUPPLEMENT**
An ideal supplement for squad level WW2 miniatures games, featuring over 80 infantry weapons from pistols to rocket launchers and explosives, from 7 belligerent nations. **$15.00**

SPACE HULK — SCIENCE FICTION

GAM **SPACE HULK**
The Emperors elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast playing and tense mechanics and 6 very absorbing scenarios. Includes 30 25mm plastic figures, rules, dice, templates, counters, and floor plans/corridor sections, etc. **$90.00**

GAM **DEATHWING**
Expansion set featuring new rules including a solitaire system, extra weapons, multi-level floor plans, a mission generator, 13 corridor and 7 room sections, 12 plastic Terminators and Genestealers, & 6 scenarios. **$50.00**

GAM **GENESTEALER**
Contains 15 plastic miniatures of Marine Librarians and Genestealer hybrids with heavy weapons, 44 Psychic Combat Cards, 8 extra wide corridor sections, 3 geotiles, more scenarios, and templates. **$50.00**

SPACE MARINE II — SCIENCE FICTION

GAM **SPACE MARINE II**
Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Kaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconnian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! **$65.00**

GAM **ARMIES OF THE IMPERIUM**
The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. **$45.00**

GAM **RENEGADES**
Contains rules, background info, data and cards on Eldar and Chaos forces of the 41st Millenium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, and Chaos Renegades. **$45.00**

GAM **ORK & SQUAT WARLORDS**
Rules, data, background info, and cars on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. **$45.00**

STAR WARS — SCIENCE FICTION

WES **STAR WARS MINIATURES BATTLES**
112 pg book on tactical squad-level combat in the Star Wars universe. The rules have two complexity levels, mechanics for close-assault, alien terrain, squad creation, excellent troop morale rules, heroes, 'droids, space critters, hidden movement, special weapons, the force, etc. Also includes various templates & markers, 2 scenarios, army lists, painting guides, ideas for scenery, plus heaps of photos. A whole range of figures are now available in blister packs. **NOTE** reduced price due to scuffed covers! **$25.00**

TACTICA — ANCIENT

TAC **TACTICA**
A comprehensive set of rules for 25mm (or 15mm) ancient era battles and campaigns. The mechanics stress the historical limitations of units, manoeuvre restrictions for certain troop types, battle line depth and frontage, angle of attack, troop quality, etc. 90 pages, with some glorious color photos. Includes exhaustion, wheeling, post melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual yet playable format. **$35.00**

WARHAMMER FANTASY BATTLES — FANTASY

GAM **WARHAMMER FANTASY BATTLES BOXED SET**
This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, playsheets, movement trays, weapons templates, and 12 dice. **$90.00**

GAM **WARHAMMER MAGIC**
Detailed guide to the Warhammer Fantasy World, including a host of new magic items and spell cards. Due Dec. **$??.??**

GAM **ARMIES OF THE EMPIRE**
The first book in the new Warhammer Armies series, with full army lists, background history, and detailed painting guide. Due Jan. **$??.??**

GAM **WARHAMMER SIEGE**
140 page softcover comprehensively detailing the protracted art or siege warfare, & the tenacious science of fortress defense, for both Warhammer Fantasy Battles and Warhammer 40,000. Rules feature castle construction and anatomy, interior movement & combat, missile fire, structural damage, rampart assault, wall defense, large humanoids, strategic maps, foraging, siege engines, supplies, siege engineering, flying critters, magic, fire, & more. Includes various templates and chits, plus an introductory game with counters. **$40.00**

GAM **CITADEL MINIATURES PAINTING GUIDE**
A 14 page full color guide to painting Citadel miniatures, complete with painting techniques, equipment, and photos of heaps of figures. This is a new version including the WARHAMMER FANTASY BATTLES boxed set figures. **$2.50**

WARHAMMER 40,000 — SCIENCE FICTION

GAM **WARHAMMER 40K**
A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities, & bionics. There is also a comprehensive listing of weapons, armor & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary, of the bizarre beasts and cruel aliens that inhabit know planets. With 272 pages of plus unit briefs, templates, and record sheets. Designed for use with Citadel miniatures. **$50.00**

GAM **WARHAMMER 40,000 COMPENDIUM**
198 page softcover book that features rules expansions for terminator squads, chaplains, commissars, medics, rough riders, Ogryns, Imperial Guard, Dreadnoughts, Eldar War Walkers, land raiders, predators, bikes, craters, bikes, robots & other such related miscellany. There are also miniature painting guides, advise on scratch built vehicles, and comprehensive army lists for Space Marines, Imperial Guard, Squats & Harlequins. **$45.00**

GAM **WAAARGH - ORKS!**
104 page Ork sourcepack containing everything you ever wanted to know about this obnoxious brutish race. Experience the culture, however rude & filthy, of the infamous Mad Boyz and their brethren. Details include Ork history, their crude society, caste design, clan organisation & uniforms, warbanner art and local languages. Learn about the tragic plight of the bullied Gretchin, the abused Snotlings and the Squigs. **$35.00**

GAM **'ERE WE GO**
More Ork source material (208 pages, hardcover). Details include army lists for three new Clans, plus a whole mess o'stuff for Painboyz (with their nefarious attachments), Runt Herdz, Weirdboyz, Madboyz, Tinboyz, Mekboyz, Ork Mekaniks and Freebooterz. But Wait - that's not all. There are also new rules for kustom vehicles & weapons, cyboars, robots, wargear, shokk attack guns, figure painting guides, and heaps more besides. **$40.00**

GAM **WARHAMMER 40,000 COMPILATION**
Yet another supplement that features a plethora of material taken from the White Dwarf magazines. This includes new Army Lists as well as extensive background information on the Eldar & Genestealer races, extra rules for Space Marines & Terminators, miniature painting guides and a history of the Space Wolves Primarch Leman Russ. **$40.00**

GAM **WARHAMMER 40K BATTLE MANUAL**
This 100+ volume updates and expands the combat rules and weapon details from the Warhammer 40K rulebook, compiling the original and new weapons published as the game has developed, into one easy to use book. It includes revised rules for shooting, overwatch fire, scatter system, etc. New hand to hand rules, background info, weapons profiles, and heaps of templates and reference sheets. **$40.00**

CRAZY SPECIALS

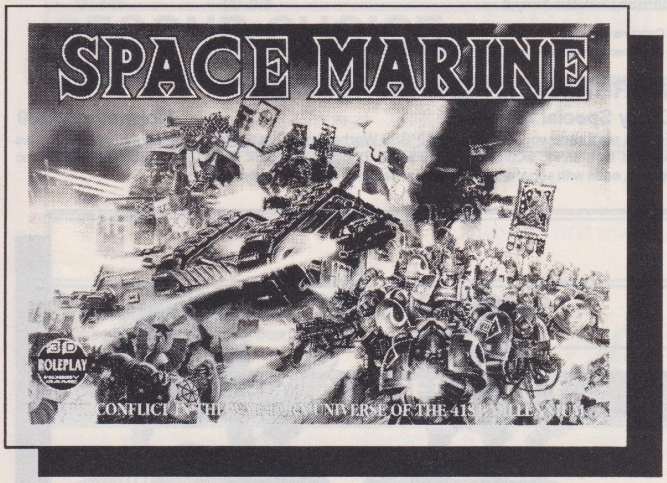
WARGAMES

GAMES WORKSHOP *BIG BOX SET SPECIAL*

Crazy $350 **Normally $620**

In an effort to provide our customers with quality goods for smaller prices - we have arranged to have six of the seven Big Boxed games from Games Workshop put on crazy special. You get the following six titles: the all new WARHAMMER FANTASY BATTLES, ADVANCED HEROQUEST, SPACE MARINE II, BLOOD BOWL II, MIGHTY EMPIRES, and ADVANCED SPACE CRUSADE. These games can be ordered separately, as per the individual prices below. WARHAMMER FANTASY BATTLES is the all new, fully revised, boxed set with 64 plastic Night Goblins, 40 High Elves, 96 page rule book, 96 page bestiary book, two card buildings, templates, army lists, dice, movement trays, scenarios, etc. ADVANCED HEROQUEST is a fast paced game of creating and leading characters into labyrinths in search of wealth, and contains 63 room tiles, markers, 36 plastic figures, rules, dice, etc. SPACE MARINE II is the new edition, complete with plastic figures for Eldar, Space Marines, and Orks, complete with infantry and vehicles. Also includes army organisation cards, rules, buildings, templates, etc. BLOOD BOWL II is the highly humorous game of fantasy football, using the game as an excuse to attack and main the members of the opposing team - you may even remember the football on the odd occassion! Contains 32 figures and foam playing field. MIGHTY EMPIRES is a stand alone campaign game of the WHF world, though all battles can be resolved using actual miniatures. Contains 112 land tiles & 150 figures/models representing armies, towns, dragons, etc. ADVANCED SPACE CRUSADE pits Space Marine Scouts against the terror of a Tyranid hive ship, complete with Tyranid defenders, traps, alien artifacts, etc. The game includes 15 scouts and 6 Tyranids plus dozens of floor tiles & counters, and also has rules to allow you to use many other Citadel Space Marine and Tyranid figures.

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price
Warhammer Fantasy Battles	**$90.00**	**$120.00**
Advanced Heroquest	$65.00	$100.00
Space Marine II	**$65.00**	**$100.00**
Blood Bowl II	$65.00	$100.00
Mighty Empires	**$65.00**	**$100.00**
Advanced Space Crusade	$65.00	$100.00



VIC THIRD FLEET

A medley of naval operations with three 32"x22"maps - the cold North Pacific Aleutian Islands, the Caribbean, and the eastern Atlantic. Features 740 counters from 15 nations, with each unit rated for ten factors. There are 12 one map scenarios, and mechanics include stealth aircraft, torpedo decoys, fast SSM's, long range SAM's, the Soviet Tbilisi carrier, and US seawolf submarines.

Crazy Special $35.00 **Normally $80.00**

GDW AIR SUPERIORITY

The best simulator of modern jet combat. 240 counters represent 30 different aircraft from the F-104S Starfighter to the stealthy F-19A. Contains four 10" x 15" maps and 30 scenarios (3 solitaire). Game mechanics include gun combat, missiles, radar, electronic warfare, fuel consumption and weather conditions. Suitable for 2 or more players.

Crazy Special $30.00 **Normally $ 60.00**

AH D-DAY

This is the new 4th edition beginners wargame of the Allied invasion of France uptil the fall of Germany. The game includes a large mounted mapboard with stunning graphics, 110 counters, excellent rules & background info, dice, and cards. Each turn represents one month, with most units being corps sized.

Crazy Special $24.00 **Normally $45.00**

AH RAID ON ST.NAZAIRE

This is a high quality solitaire wargame recreating the daring British commando raid launched upon the German occupied French port of St.Nazaire. This is a tense squad level game of combat and demolition where objectives must be eliminated quickly. German defenses include shore batteries, flak batteries, & Stosstruppen. With 260 counters.

Crazy Special $30.00 **Normally $65.00**

BATTLETECH TECHNICAL READOUT SPECIAL

Crazy Special $40.00 **Normally $80.00**

Well folks, here's an extremely practical special - three of the must-have BattleTech Technical Readouts. The first is READOUT 3026, which lists dozens of VTOLs, hover, tracked, and wheeled AFVs, boats, submarines, and aircraft, as well as infantry weapons for Mechwarrior. The second is READOUT 2750, which details mechs, vehicles, and starships of the year 2750, which is now available to Comstar, the Clans, and Wolves Dragoons. The third is READOUT 3050, detailing Clan Mechs, Omnifighters, BattleArmor & weapons, as well as dozens of new Innersphere Mechs, weapons, etc.

INDIVIDUAL PRICE LIST	Crazy Special	Normal Price
Technical Readout 3026	**$14.00**	**$25.00**
Technical Readout 2750	$12.00	$24.00
Technical Readout 3050	**$20.00**	**$30.00**

IDEAL X-MAS PREZZIES

AH CLASS STRUGGLE

Okay, so this isn't a wargame, RPG, or set of miniatures. But it is Christmas soon, and this is a nice cheap prezzy to buy for those relatives! CLASS STRUGGLE is a 2 to 6 player game who represent Workers & Capitalists. A throw of the 'Genetic Dice' chooses which class you are born into, and then come making and breaking class alliances, with elections, general strikes, & revolution where the two class confront each other. Contains beginners, advanced, & tournament rules, & is recommended for home or classroom use.

Crazy Special $25.00 **Normally $55.00**

AH BOOK OF LISTS

An extremely playable party game containing countless lists with 1,500 items, all ranked according to severity or frequency, etc. Players each have to guess where a certain item, such as a particular fear, rank on one of the countless 'lists' provided in the game. The player who's closest wins the round. Lists include the 10 worst films of all time, 15 famous events that happened in a bathtub, 20 famous High School dropouts, etc. Good fun.

Crazy Special $11.00 **Normally $30.00**

AH STOCKS & BONDS

In this game you shrewdly invest in the ten provided securities, buying and selling each round in an attempt to become the wealthiest stockholder in the game. The unique system tells you if you've had a Happy Monday or Black Friday, and is for 2 to 8 players, 12 and up. Contains stock board, marker, dice, market price card, record sheets, situation cards, stock certificates, etc.

Crazy Special $18.00 **Normally $45.00**

AH SHOWBIZ

Another present for the relatives. You play a top theatrical agent & must predict demand for different types of acts and sign performers to contracts of vayring lengths. Top singers may be in demand this year, but if you sign one to a 5 year contract & the demand drops, you'll eat his contract. Two to six players bid among themselves to sign the available talen for that year, but public demands change from year to year. Heaps of components.

Crazy Special $25.00 **Normally $45.00**

ICE ORGANISED CRIME

Now *this* is probably a game you can relate to! Two to four players try to become Mr Big, leading their Organisation through the gangland world of ruthless racketeers, crooked politics, dirty money, etc. You can invest, do illegal activities, & make alliances, but when open gang war breaks out, hits will start to blow things out of hand. Includes 84 plastic criminals (bosses & hit-men), simple rules, 3 sets of cards, mounted mapboard, etc.

Crazy Special $15.00 **Normally $35.00**

NOVELS

BATTLETECH NOVEL SPECIAL

Crazy Special $25.00 **Normally $50.00**

Feel like reading up on BattleTech, the most popular sci-fi game available? Here's your chance. For this special we'll send you the five latest novels, all full of tense action, political intrigue, and

giving you a first hand glimpse at the Clans and how they function. The five novels, also available separately, are listed below.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
Way of the Clans	**$6.00**	**$10.00**
Blood Name	$6.00	$10.00
Falcon Guard	**$6.00**	**$10.00**
Wolf Pack	$6.00	$10.00
Natural Selection	**$6.00**	**$10.00**

AD&D NOVEL SPECIAL

More reading in the AD&D universe! This time we're offering eight novels, all of which are parts of trilogies, so you may have to buy some other novels to complete the sets. The eight novels, also available separately, are listed below:

INDIVIDUAL PRICE LIST	Crazy Special	Normally
Firstborn	$6.00	$10.00
Red Magic	**$6.00**	**$10.00**
Spellfire	$5.00	$10.00
Pool of Radiance	**$5.00**	**$10.00**
Wyverns Spur	$5.00	$10.00
Song of the Saurials	**$6.00**	**$10.00**
Viperhand	$5.00	$10.00
Horselords	**$5.00**	**$10.00**

MYTHUS - DANGEROUS JOURNEY'S NOVEL

Crazy Special $5.00 **Normally $8.50**

Here's a cheap way to find out about Gary Gygax's latest game, MYTHUS, a fantasy world set in the 16th Century, where gun powder has not been developed. For this special we'll send you Gygax's first Mythus novel, the ANUBIS MURDERS.

ROLE PLAYING

FAS SHADOWRUN 1st ED RPG

Crazy Special $12.00 **Normally $25.00**

The new 2nd Edition ShadowRun has just been released, and we've been stuck with a number of the 1st Ed. So you if want to buy a cheap Cyberpunk/Fantasy RPG with 218 pages - here's your chance. Step into Earth's darkest future...

AH RUNEQUEST RPG MODULES

Crazy Special $28.00 **Normally $65.00**

The Runequest RPG has always been a steady mover, so those of you who've bought the game, here's a couple of modules for you. DAUGHTERS OF DARKNESS contains 9 adventures of dangerous expeditions & deadly intrigues. ELDARAD THE LOST CITY covers the partially rebuilt, lawless ruin where the minions of Chaos walk freely at night. It is also the site of ancient elder tombs where magic & wealth (& death!) await.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
Daughters of Darkness	**$15.00**	**$30.00**
Eldarad the Lost City	$16.00	$35.00

TMNT MODULE SPECIAL

Crazy Special $50.00 **Normally $100.50**

For those of you inspired by the TMNT movies and TV series, here's a chance to pick up some cheap adventures and sourcebooks for the game (if you've previously bought it, or want to buy it.) We are supplying six modules, which are also available separately, as below:

INDIVIDUAL PRICE LIST	Crazy Special	Normally
After the Bomb	**$9.00**	**$16.50**
Road Hogs	$10.00	$18.00
TMNT Adventurers	**$9.00**	**$16.50**
Guide to the Universe	$9.00	$16.50
Trucking Turtles	**$9.00**	**$16.50**
Turtles Go to Hollywood	$9.00	$16.50

AD&D MONSTROUS SPECIAL

Crazy Special $23.00 **Normally $50.00**

Here's a whole heap of monsters for you to throw into your next AD&D game - MONSTROUS COMPENDIUM # 2 with 144 pages of monsters such as sea dwelling beasties to horrors in lightless crypts; and MONSTROUS COMPENDIUM # 3, which contains 64 pages of monsters for FORGOTTEN REALMS. Go Xenomorphs! (Oops! Wrong game.)

INDIVIDUAL PRICE LIST	Crazy Special	Normally
MONSTROUS COMPENDIUM # 2	**$15.00**	**$30.00**
MONSTROUS COMPENDIUM # 3	$10.00	$20.00

AD&D REFERENCE SPECIAL

Crazy Special $55.00 **Normally $120.00**

Here's four reference books chokkers full of info with which to beat up your games and characters. We'll send you THE CATACOMB GUIDE, THE ARMS & EQUIPMENT GUIDE, THE COMPLETE DWARVES HANDBOOK, and THE COMPLETE PRIEST HANDBOOK. The items are also available separately, as listed below:

INDIVIDUAL PRICE LIST	Crazy Special	Normally
DMGR1 The Catacomb Guide	**$15.00**	**$30.00**
DMGR3 Arms & Equipment Guide	$17.00	$30.00
PHBR6 Complete Dwarves Handbook	**$15.00**	**$30.00**
PHBR3 Complete Priest Handbook	$17.00	$30.00

TWILIGHT 2000 RPG SPECIAL

Still a steady seller, in this special we are offering both the TWILIGHT 2000 RPG book or boxed set, both the complete TWI2000 game. The background is a world that has been bludgeoned to a slag heap, as armies have clashed and rendered each other inoperative, and the fight for survival is now all important. Set in our era.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
Twilight 2000 RPG Book	**$25.00**	**$45.00**
Twilight 2000 RPG Boxed	$35.00	$60.00

MINIATURES

40K SPACE MARINE BOXED SETS

Crazy Special $100.00 **Normally $160.00**

For this you get one of each of three Citadel boxed sets of plastic 25mm 40K miniatures. These are also available separately, as below:

INDIVIDUAL PRICE LIST	Crazy Special	Normally
CIRTB1 Imperial Space Marines †	**$35.00**	**$50.00**
CIRTB9 Terminators ††	$40.00	$60.00
CIRTB16 Terminators & Tyranids ‡	**$35.00**	**$50.00**

† With 30 plastic miniatures with separate heads, weapons, etc
†† With 8 metal Terminators, including Capt, assault cannon, etc.
‡ Contains plastic Terminators, tyranids, Genestealers, & space marine scouts.

PLASTIC SKELETONS BOXED SETS

Crazy Special $45.00 **Normally $77.50**

For this you get one of each of Citadels plastic skeletons boxed sets. These are also available separately, as below:

INDIVIDUAL PRICE LIST	Crazy Special	Normally
CIPBS1 Skeleton Horde †	**$13.00**	**$22.50**
CIPBS5 Skeleton Army ‡	$35.00	$55.00

† Contains: superb plastic skeleton infantry
‡ Contains: 1 two horse chariot, 8 skeleton cavalry, 30 skeleton infantry.

WARHAMMER PLASTIC REGIMENT

Crazy Special $35.00 **Normally $60.00**

For this we'll send you the popular CIPBS3 Warhammer Plastic Regiment, containing ten figures each of high elves, skaven, orcs, dwarves, goblins, and dark elves. That's sixty 25mm plastic figures, each with separate heads so you can give them a variety of poses.

FOL FANTASY WARLORD

Crazy Special $20.00 **Normally $40.00**

This is a fast playing set of fantasy miniatures rules, especially designed to allow mass combat between hundreds (or thousands) of figures. Casualties are calculated using a simple but effective system rather than throwing buckets of dice. The rules are over 200 pages long, and include superb full color photos, templates, army lists, world background, etc.

COMPUTER GAMES

SSI SHADOW SORCERER

This is a new AD&D game using a new format. It combines role playing, exploration, strategy and action, with all combat being realtime and requiring good co-ordination. Your party of heroes has rescued hundreds of people from the fortress of Pax Tharkas, but is pursued by the Dragon army. You have to find a safe haven for your people and will have to battles hordes of Draconians and the Great Red Dragon.

IBM $25.00 **Normally $60.00**

SSI DEATH KNIGHTS OF KRYNN

It has been one year since the Champions of Krynn claimed victory over the massed forces of evil. Now the Lord of the Death Knights, Soth himself, is preparing to wreak havoc in an eruption of evil such as Krynn has never witnessed. As members of the Special Solamic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge. Uses the Champions of Krynn system.

AMIGA $30.00 **Normally $60.00**

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MAIL ORDER FORM

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ANIMAG

Why did we include a magazine dedicated to Animi? Because, (A) - it does have some relevance to the gaming fratenity: all those vivid, hi-tech cartoon slugfests between massive mecha combat vehicles & their young, glamorous pilots were the genesis for Robotech & Battletech. And (B) - we like alluring, doleful-eyed heroines! Each issue features extensive articles on Japanese TV and movie animation - with colour & black 'n' white sketches, stills, and diagrams. Publication regularity is fairly poor.

$55.00 FOR **6** ISSUES ☐

BATTLETECHNOLOGY

A bi-monthly publication that exclusively covers the uni-verse of Battletech & Mechwarrior. Regular departments include: News Service - historical type stuff; Unit Update - a regimental guide; BattleTac - analysis of campaigns & tactics; plus BattleMechanics - new weapons tech data. Feature articles include such things as short stories, indepth studies of Inner Sphere politics or military prowess, and other such related matters. Indispensible to all diehard 'Mechheads!

$53.00 FOR **6** ISSUES ☐

CHALLENGE

Games Designers Workshop's monthly mag' is the definitive publication for Sci-Fi roleplayers. Every GDW system is covered; 2300AD, Megatraveler, Twilight 2000, Space 1889 & Dark Conspiracy. Other games such as Warhammer 40K, Battletech, Cyberpunk et al, are also covered (though not as profusely as the former titles). Article definition involves RPG adventures, wargame scenarios, variant rules, new equipment, and general gaming essays. Publication regularity is very good.

$35.00 FOR **6** ISSUES ☐ ☐ **$56.00** FOR **12** ISSUES

JOURNEYS

The latest offering form Games Designers Workshop, this monthly magazine will mainly deal with their new cross-genre RPG, Dangerous Journeys. As a consequence Gary Gygax should feature quite prominently. Article definition will include esays by prominent designers, industry news, reviews, plus an assortment of RPG adventures & supplements. The contents will cover games other than Dangerous Journeys. Publication regularity should be good - the first issue is due to roll Aug/Sept.

$29.00 FOR **6** ISSUES ☐ ☐ **$46.00** FOR **12** ISSUES

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D, with a veritable treasure-chest of articles, adventures, & ads(!) for Forgotten Realms, Dark Sun, etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$49.00 FOR **6** ISSUES ☐ ☐ **$78.00** FOR **12** ISSUES

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

$40.00 FOR **6** ISSUES ☐ ☐ **$64.00** FOR **12** ISSUES

EUROPA

I think this is a quarterly magazine, whose pages are entirely devoted to GRD's (ex-GDW's) Europa World War Two simulations. If you have any interest in this detailed, superbly researched series, then you need this subscription! What you get for your bucks is a range of article definitions - intelligent reader forums, new meaty scenarios, individual unit histories, optional rules, detailed designer's notes, campaign details, playtes notes, and much more. Well worth a discerning look.

$32.00 FOR **4** ISSUES ☐

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc.) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

$50.00 FOR **6** ISSUES ☐ ☐ **$80.00** FOR **6** ISSUES

INTERFACE

A great little quarterly B4 publication by Prometheus Press devoted entirely to Cyberpunk 2020. This is quite worthwhile for players of any near-future RPG. Articles cover such topics as new equipment & weapons, megacorporation profiles, short fiction, alternate character classes, net programs, NPC profiles, and so forth. The standard of artwork and layout is very good, well worth a look if you play the game. Publication regularity is good, but having only four issues a year makes the wait a bit lengthy.

$19.00 FOR **4** ISSUES ☐

RUN 5

Strategic Studies Group's excellent computer journal. As one would expect, the entire magazine is dedicated to SSG's range of excellent fantasy & military computer simulations. Each issue of this Australian publication features articles on designer's notes, computer-game reviews, detailed variant scenarios, strategy tips, and general articles covering gaming technique & mechanics. Unfortunately this magazine has a notoriously bad printing schedule! Publication regularity is almost non-existent.

$20.00 FOR **4** ISSUES ☐

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and other related miscellany. Everyone who enjoys Chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known English and Australian authors are regularly included. Publication regularity is slow.

$30.00 FOR **4** ISSUES ☐

WHITE DWARF

A glossy, monthly English magazine solely dedicated to Games Workshop products. Enthusiasts of Warhammer RPG, Warhammer Fantasy Battles, Warhamer 40K, Space Hulk, Space Marine, and all the rest, will find this invaluable. Articles cover adventures, scenarios, new rules, variant counters, backgrounds, and the like. Every issue contains photographs & specifications for new Citadel releases, plus colour pages highlighting superb miniatures painting! Publication regularity is very good.

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ROLEPLAYING
ADVANCED DUNGEONS & DRAGONS

FANTASY Creates a glorious world of high fantasy wherein a group of heroes, driven by avarice, pious righteousness, immortality, or other passions, embark on epic adventures.

CORE RULES

Player's Handbook 2nd Ed. Rules for character creation & non-weapon proficiencies, to combat resolution & treasure types, plus complete spell descriptions & schools of magic. 256 pages. **$40.00**

Dungeon Master's Guide 2nd Ed. Explains every necessary detail (and some that aren't) for successful campaign play, from encounters & weather, to poisons & encumbrance. 192 pages. **$36.00**

MC1 Monstrous Compendium Vol.1 A large binder featuring 144 pages of classic AD&D beasties. Each entry is illustrated & described in detail. Colour dividers are provided. **$40.00**

MC2 Monstrous Compendium Vol.2 144 pages of extra monsters, with an index. **$30.00**

MC8 Creatures of the Outer Planes Features an array of powerful otherworldly entities, both lawful & evil - includes the daemons & devils that TSR were too craven to put into MC1 & MC2! **$27.00**

MC14 Fiend Folio Compendium Beasties from the old FIEND FOLIO, plus some new stuff. **$22.00**

Tome of Magic 2nd Ed. With new forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! And new magic items. 192 pages **$40.00**

Legends and Lore 2nd Ed. Covers the mythologies of the American Indians, Arthurian England, Aztecs, Celts, Chinese, Egyptians, Ancient Greeks, Indians, Japanese, Newhwon (Lankmhar) & the Norsemen. Includes details on avatars, Clerical powers plus temples. 192 pages. **$40.00**

Magic Encyclopedia Vol. 1 An index of magic items that have appeared in modules and magazines over the years. Includes 'gold-piece' sale values for all those mercenary characters. **$22.00**

Magic Encyclopedia Vol. 2 Lists where magic items appear among the plethora of AD&D books, this volume has a woman with big breasts on the cover (just for something different!). Due Feb. '93 **$22.00**

CORE ACCESSORIES

REF1 DM's Screen 2nd Ed. A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, horde all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page adventure (for levels 5-8). **$16.00**

REF2 Character Record Sheets 25 character sheets, 13 spell logs & a 4 pg PC generator. **$18.00**

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker, etc), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, new weapons, variant armor, & more! 124 pages. **$30.00**

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, theif kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! **$30.00**

PHBR3 Complete Priest Handbook Features the basic premiss of Clerics & pantheons, complete gfor designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **$30.00**

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. **$30.00**

PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages. **$30.00**

PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **$30.00**

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! **$30.00**

PHBR8 Complete Elves Handbook Sourcebook of Elven culture, magic, ect. Due Jan. **$30.00**

CR1 Wizard Spell Cards Features a pocket-sized card for over [illegible] e-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics [illegible] **$40.00**

CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. **$40.00**

DMGR1 Campaign Sourcebook A damn good DM's primer, highly recommended as a beginner's companion to the DMG, however a few of the articles are a bit pretentious and/or patronising. Should stop megalomanical DMs from killing your characters when you leave the room to have a piss! **$30.00**

DMGR2 The Castle Guide Details the feudal setting, politics, churches, social classes, taxes, Knighthoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc), unusual castle designs (keeps, forts, citadels, strongholds, etc), seige warfare (mining, starvation, etc), etc. **$30.00**

DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Mediaeval period. Includes item cost and correct application, plus illustrations. **$30.00**

DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. **$30.00**

DMGR5 Creative Campaigning Expands the DMG, detailing information on maintaining an on-going campaign, & providing tips on bookeeping, handling unexpected situations (like your sister just turned Born Again, and she burns all your books 'cause their devil worship, just as Flash the Paladin was going to marry the buxom Amazon Queen and thus inherit the +5 Holy Avenger sword!), etc. Due Feb. '93 **$30.00**

DARK SUN

DARK SUN Welcome to Athas, a bleak desert realm where metals are scare, and magic consumes the cruel land's very essence. This excellent dark fantasy campaign world features 3 new PC races (the Muls, insectoid Thri-kreen & Half Giants), 3 new PC classes (Gladiator, Templar & Defiler), plus high ability scores, ect. Includes an adventure, and various maps. Note - requires Psionics Handbook to play! **$40.00**

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionicists, Illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, etc. **$40.00**

MC12 Dark Sun Monsters A collection of desert beasties, most of whom possess psionics. **$25.00**

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! **$25.00**

DSR1 Slave Tribes Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans and defying the savage rule of the sorcerer-kings. **$22.00**

DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cuning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. **$22.00**

DSR3 Veiled Alliance Describes the extensive secret societies of goodly magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. **$22.00**

DSR4 Valley of Dust & Fire Reveals the most powerful dragon ever created! Due Dec. **$22.00**

DSQ1 Road to Urik The ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. **$25.00**

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. **$25.00**

Prism Pentad Trilogy 1: Verdant Passage 2: Crimson Legion 3: Amber Enchantress **$10.00** per book

FORGOTTEN REALMS CAMPAIGN

FORGOTTEN REALMS BOXED SETS:

The Forgotten Realms Contains a Cyclopedia of the Realms (packed with information on major personalities, places of interest, & items of wonder - 96 pages.), and a DM's Sourcebook of the Realms (a campaign guide with two ready-to-play adventures - 96 pages.), plus four 21"x32" colour maps. **$35.00**

Forgotten Realms: City System A guide to Waterdeep: revealed in all its splendor - a city where heroes can rest or seek new adventures. Includes twelve 21"x32" maps and a 32 page guidebook. **$35.00**

Horde Sourcepack of the Endless Wastes, a barren & desolate land swept by bitter winds. These eternal steppes are home only to the hardy, nomadic horsemen. Led by a cruel Emperor these barbarian tribes have become a vast army, and now look towards the Forgotten Realms with ambitions of conquest. Includes two 64 page encyclopedias, four large colour maps, plus a heap of player handouts. **$45.00**

The Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, and dank warrens. This is the biggest bloody dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! **$40.00**

Maztica Explore the frontier beyond the Shining Sea - a new world of Aztec & Mayan-like cultures presided over by brutal, bloodthirsty gods. This vibrant, primative setting features 4 extra PC classes (Eagle Knights, Jaguar Knights, plumaweavers & hishnashapers), as well as new spells, magical items, deities, proficiencies, etc. Includes a 96 page Player's book, a 64 page DM's book, and 4 large maps. **$45.00**

Menzoberranzan Details the underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details strets & districts, customs, daily life, ect.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics, etc), and The Adventure (a 64 page labyrinthine scenario called Menace in Menzoberranzan). There are also four 21"x32" maps of the city, a plan of the House Baenre compound, and more! **$60.00**

Golly, that looks like some Mithril armour over there!
Hey guys, I can see their treasure horde form here!
Oh yeah! Treasure! Treasure!
Wow, I think I spotted a magical sword!
Don't forget it's my turn to pick first!

A dramatic fight scene typifies the AD&D ethos - beat the crap out of the beasties and nab their loot!

FORGOTTEN REALMS CAMPAIGN ACCESSORIES

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! **$20.00**

MC11 FR Monstrous Appendix Another bunch of new critters from the Forgotten Realms. **$22.00**

FR7 Hall of Heroes Complete personal histories & game statistics for all the major characters introduced in all the Forgotten Realms novels. Includes magic and non-human source material. **$22.00**

FR8 Cities of Mystery Contains 12 street maps and thirty-three 25mm card-stock buildings. **$35.00**

FR9 The Bloodstone Lands Details the wild barbaric kingdoms of Vaasa and Damara - proud and haughty nations that were hacked from frozen rock and forged in the blood of conquest. **$20.00**

FR10 Old Empires Describes the ancient desert lands renown for their buried god-kings & cruel pharaohs, strange magicks, lost tombs and arcane temples - hearty fare indeed for adventurers! **$20.00**

FR11 Dwarves Deep Dwarven sourcebook covering spells of earth & fire, rare magical items, Dwarven runes, clans & priesthoods, the adventuring brotherhoods, Dwarven half-breeds, powerful High Old Ones, special metals & alloys, the lore of beards, the Great Rift, the Deeps, the Lost Kingdoms, and more! **$20.00**

FR12 Horde Campaign A 64 page overview of the Empires War, concentrating on the warriors from all the major engagements - detailing their formations, history, costumes, tactics, social interplay, etc. **$25.00**

FR13 Anauroch A complete overview of the great sprawling desert of Anaurich - including campaign material on the ancient empires that despise the mannish nations, and whose power is waning. **$20.00**

FR14 Great Glacier Describes the nomadic Ulutiun tribes, the sun-bathing arctic Dwarves, hardy sled-creatures, unique monsters, how characters can survive in a sub-zero environment, & much more. **$22.00**

FOR1 Draconomicon 128 page Dragon reference. Includes psychology, magicks, treasures, traps, tricks, etc. Features Dragon roleplay in campaigns, and a colection of mini adventures. **$30.00**

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the menacing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. **$30.00**

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. **$33.00**

Forgotten Realms Atlas A 176 page book that features the Eastern Realms, the Hordelands, the Moonshaes, Icewind Dale, major cities, and places of interest (like Corwell Keep & Denlor's Tower). **$35.00**

Forgotten Realms Adventure Book 160 page sourcebook covering the Forgotten Realms in the Post-Avatar era, specialty Priest, the Realm's 32 major dieties, elemental & beast cults, schools of magic, magic sigils, 81 spells of the Realms, 24 Heartland cities (with maps), social titles, secret societies (the Harpers, the Zhentarim & Red Wizards of Thay), unique treasures, the use of firearms, and more! **$40.00**

Aurora's Whole Realms Catalog A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. **$16.00**

Volo's Guide to Waterdeep Pocket-sized guide that includes floorplans, menus, important characters, places to avoid, etc. Looks cute, could be lots of fun! 240 pages, due Jan. '93. **$40.00**

FORGOTTEN REALMS ADVENTURE MODULES

FMA1 Fires of Zatal A reborn God of War thirsts for blood and conquest. This megalomanical badass can only be stopped by trekking thru the Maztica jungle and completely destroying a volcano! **$20.00**

FMA2 Endless Armies An ancient lost city conceals a deadly secret held safe by an army of giant ants, and other inhuman guardians. Now a cultist leader wants her followers to occupy the ruins. **$13.00**

FMQ1 City of Gold Like flies to warm pooh, a cursed city rumored to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fetish magic! **$22.00**

FRA1 Storm Riders For use with the Horde boxed set. Our lucky characters must discover the whereabouts of a feisty Mongol princess, who was unfortunately kidnapped by horse-soldiers belonging to a vast barbarian army intent on invasion! Brute strength alone will not suffice to solve this adventure. **$18.00**

FRA2 The Black Courser The search for the princess must continue, despite distractions from a mysterious magical black stalion, devious assassins, and fierce nomadic horsemen. Sounds fun! **$18.00**

FRA3 Blood Charge Both the magical black stalion and the elusive princess have been captured by the barbarian horde - stealth & guile are the keys to success, so what are adventurers doing here? **$18.00**

FRQ1 Haunted Halls of Eveningstar A beginner's module that explores the old Realms north of Cormyr - a desolate region renown for its terrifying ghosts, and ancient crypts filled with royal loot! **$15.00**

FRQ2 Hordes of Dragonspear Wretched Orc tribes and their loathsome brethren wage war against the civilized townships. Characters get to teach them some humility by kicking their slimy asses! **$15.00**

FRC2 Curse of the Azure Bonds The characters arise from sleep with an elaborate blue tattoo covering each of their sword arms. They must discover the source & meaning of them. 96 pages. **$20.00**

FRE1 Shadowdale Reduced to mere mortals (but they'd still kick your ass pal!), the Realm's very Gods seek their salvation in a quest for the lost Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster can help the characters make any sense of it all. **$14.00**

FRE2 Tantras The quest for the first Tablet of Fate begins, but Elminster's mysterious death, an array of preturnatural hazards, and vile treachery screw-up the characters plans for a quick ending. **$14.00**

FRE3 Waterdeep The discovery of the final Tablet of Fate will save the Realms from a fallen deity's wrath. But other menacing entities also seek the artifact for their own nefarious, malign designs. **$14.00**

H4 The Throne of Bloodstone An adventure for levels 18 to 100! To destroy the Witch King of Vaasa the characters must journey to the Abyss, steal the Wand of Orcus, and take it the Seven heavens to be destroyed! Unless of course one of them decides it'll look great on their mantlepiece! **$18.00**

FORGOTTEN REALMS NOVELS - $10.00 each title

The Moonshae Trilogy 3 titles - **1:** Darkwalker on Moonshae **2:** Black Wizards **3:** Darkwell

Finder's Stone Trilogy 3 titles - **1:** Azure Bonds **2:** The Wyvern's Spur **3:** Song of the Saurials

Icewind Dale Trilogy 3 titles - **1:** The Crystal Shard **2:** Streams of Silver **3:** The Halfling's Gem

Avatar Trilogy 3 titles - **1:** Shadowdale **2:** Tantras **3** : Waterdeep

The Dark Elf Trilogy 3 titles - **1:** Homeland **2:** Exile **3:** Sojourn

Maztica Trilogy 3 titles - **1:** Ironhelm **2:** Viperhand **3:** Feathered Dragon

Empires Trilogy 3 titles - **1:** Horselords **2:** Dragonwall **3:** Crusade

The Harpers Series Five independent novels - **1:** The Parched Sea **2:** Elfshadow **3:** Red Magic **4** : The Night Parade **5:** The Ring of Winter

Miscellaneous Books 3 titles - **1:** Pool of Radiance **2:** Spellfire **3:** Pools of Darkness

The Druidhome Trilogy 2 titles - **1** : Prophet of Moonshae **2** : The Coral Kingdom

The Cleric Quintet 3 titles - **1:** Canticle **2** : In Sylvan Shadows **3:** Night Masks

DRAGONLANCE CAMPAIGN

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, dieties, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). **$35.00**

DLQ1 Knight's Sword Introductory adventure for the Tales of the Lance box set - eager candidates for for the Knights of Solamnia must track down Sturm Brightblade's sword stolen from his crypt. **$15.00**

DLQ2 Flint's Axe Introductory adventure where the characters join a search for Flint Fireforge's magical battleaxe, destroyed in combat against evil Dwarves, but now rumored to be in Hillhome. **$15.00**

DLC1 Dragonlance Classics Vol. 1 Returning from years in the wilderness, a band of adventurers find that war has consumed the northern lands. Refugees from the conflict tell of a vast hoard destroying all before it, and of the return of evil Dragons to the world. 128 page reprint of the DL1/2/3 & 4 modules **$32.00**

DL7 Dragons of Light Thev charcters journey to Ergoth Island, an Elven refuge with a tragic history, and then they must go to the Solamnic Knight's last outpost, holy resting place of Huma's Tomb. **$12.00**

DL8 Dragons of War The Good Guys can kiss their asses goodbye if the evil Draconians capture Palanthus. The only defense is the High Clerist's Tower guarded by bickering Solamnic Knights. **$12.00**

DL9 Dragons of Deceit Deep within the Dragon Highlord's realm the last of the Good Dragons have been imprisoned by the malicious Dark Queen, and subjected to her hideous cruelty. **$15.00**

DL10 Dragons of Dreams Silvanesti, the ancient Elven homeland once fabled for its serene beauty, has been twisted into a realm of horror by the sinister forces, forcing the the Elves to flee in terror! **$12.00**

DL11 Dragons of Glory Recreates the entire Dragonlance campaign in a moderate complexity boardwargame. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the armies of Whitestone and the evil Dragonlord, multiple scenarios, and a comprehensive history. **$40.00**

DL12 Dragons of Faith Trapped behind enemy territory, the PCs evade the Highlord's armies whilst searching for a man bearing a strange marking, as he is deemed crucial to the Dark Queen's defeat! **$20.00**

DL13 Dragons of Truth The evil Dragon Empire and noble Whitestone's desperate forces prepare for a final titanic confrontation. But ultimate victory rests with a small band of heroes who must infiltrate the Dark Queen's Inner Temple, evade Draconian sentries, and slay her before she summons help! **$16.00**

DL14 Dragons of Triumph With Krynn's fate in the balance, our heroes face their ultimate test as they battle the Queen of Darkness! Features six different endings to keep the players guessing! **$20.00**

DL16 The World of Krynn Four adventures: Explore Dargaard Keep, Lord Soth's vast & perilous lair. Journey into the volcanic lair of a dragon who threatens the city of Palanthus. Run a merry chase over hill & heath in search of a lost boy. Travel to far-away Mithas to save a race of bird-men from minotaurs. **$18.00**

DLA1 Dragon Dawn Set in the continent of Taladas - the Good Dragons of this land are being slain by a powerful entity intent on promoting the spread of evil. 'Old World' heroes must come to the rescue. **$18.00**

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! **$18.00**

DLA3 Dragon's Rest The lucky players must resolve a war between fierce Minotaur clans - to do this they get suckered into hunting down and destroying the enemies of both the clans! What the hell this has got to do with DLA1 & DLA2 - I thought these modules had to be chronologically linked? **$18.00**

DLR1 Otherlands Details the 'lost' lands of Krynn: Watermere: undersea home of the reclusive Dargonesti sea elves; Silesia: a jungle island dominated by a mountain range wherein dwell the Gods; and Chorane: an underground nation beneath Krynn's south pole being torn apart by civil war. 96 pages. **$20.00**

DLR2 Taladas - The Minotaurs Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. **$20.00**

DLR3 Unsung Heroes A guide to all the personalities from the novels & modules. Due Jan. **$20.00**

DLS1 New Beginnings Includes a step-by-step character creation for beginners, tips on equipment (big swords are good fun!) and roleplaying skills, an adventure set in Taladas, plus a spunky cover. **$15.00**

DLS2 Tree Lords The Silvanesti Elves return to their homeland, verdant woods now turned barren and twisted by Lorac's Orb of Dragonkind. Includes a new character class - the Kirath (Elven Scouts). **$15.00**

DLS3 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. **$13.00**

DLS4 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitiude may ensnare them! **$20.00**

MC4 Dragonlance Monsters Includes another D-Ring binder (for storing Vols. #4-7), 4 dividers and 96 pages of creature information from the Dragonlance campaign - a good blend of monsters. **$35.00**

Dragonlance Adventures 128 page sourcebook featuring details on the Krynn pantheon, plus stats 'n' facts on the unique races & creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia & the Wizards of High Sorcery. Great value! **$20.00**

Atlas of the Dragonlance World 168 pages of maps & history - from continents to buried city ruins, including The Cursed Lands, the Inn of the Last Home, pre & post-catclysm Istar, and much more! **$33.00**

DRAGONLANCE NOVELS - $10.00 each title

Dragonlance Chronicles 3 titles - **1:** Dragons of Autumn Twilight **2** : Dragons of Winter Night **3** : Dragons of Spring Dawning.

Dragonlance Legends 3 titles - **1:** Time of the Twins **2:** War of the Twins **3:** Test of the Twins

Dragonlance Tales 3 titles - **1:** The Magic of Krynn **2:** Kenders, Gully Dwarves & Gnomes **3:** Love and War

Dragonlance Tales II 3 titles - **1:** The Reign of Istar **2:** The Cataclysm **3** : The War of the Lance

Dragonlance Saga Heroes 3 titles - **1:** The Legend of Huma **2** : Stormblade **3** : Weasel's Luck

DL Saga Heroes II 3 titles - **1:** Kaz the Minotaur **2** : The Gates of Thorbardin **3** Galen Beknighted

Dragonlance Saga Preludes 3 titles - **1:** Darkness & Light **2:** Kendermore **3:** Brothers Majere

Dragonlance Saga Preludes II 3 titles - **1:** Riverwind the Plainsman **2:** Flint the King **3:** Tanis - the Shadow Years.

The Elven Nations Trilogy 3 titles - **1:** Firstborn **2:** The kinslayer Wars **3** : The Qualinesti

Meetings Sextet 6 titles - **1:** Kindred Spirits **2:** Wanderlust **3** : Dark Heart **4:** The Oath and the Measure **5:** Steel and Stone **6:** The Companions (due Jan.)

GREYHAWK CAMPAIGN

Greyhawk Adventures 128 page campaign companion detailing the world's 12 dieties and their Clerics, 13 new monsters, a Hall of Heroes, 106 spells from the major Greyhawk wizards, assorted magic items, descriptions of Oerth's more unusual geography, 6 adventures, plus zero-level characters. **$30.00**

City of Greyhawk One of the best fantasy cities made! This set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps (depicting a strategic area map, an itemised DM's map, a DM's secret-passages map, and a terrific isometric players map), and 23 mini-scenario cards situated in this superbly detailed urban environment. Great! **$36.00**

From the Ashes Boxed supplement exploring Greyhawk after the wars - describing the new political boundaries, alliances, forces, ect. With 2 maps & two 96 page books, more details next catalogue. **$45.00**

Greyhawk Wars For details refer to the FANTASY WARGAMES section of this catalogue. **$45.00**

MC5 Greyhawk Monsters 64 pages of beasts from the Greyhawk (& Fiend Folio) campaign. **$18.00**

Marklands A sourcebook for Furyondy, once a great power, years of fighting the dark empire of Iuz have turned it into a wasteland, and now isolated villages struggle against a growing tide of evil. Due Feb. **$22.00**

T1-4 Temple of Elemental Evil Here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters all the way up to the dizzy heights of 8th level! This is real ROLL-playing in all its portal-kicking, monster bashing & coin-counting glory! **$35.00**

WG8 Fate of Istus A dread plague has enveloped Greyhawk, a party of adventurers must travel the length & breadth of the land seeking an explanation and a cure. This is no ordinary plague, but one that seems almost like a punishment (or a test) meted out by some greater power. **$22.00**

WG9 Gargoyle Two gargoyles have their wings stolen in their sleep! In desperation they employ a group of heartily amused adventurers to help them recover these vital pinions. For levels 1 to 4. **$12.00**

WG10 Child's Play A very funny beginner's module. The Queen of Rhesdain's reign is being usurped by young nobles. To stop them she needs to find her great-grandfather's tomb, whose location only her grandmother knows about, but she's become a recluse. The Queen's champion, who is a reputable Ranger, would be able to track the Queen's grandmother down, be he's disappeared as well. I'm confused! **$12.00**

WG11 Puppets The characters start by beating up an evil Leprechaun in Gnarley Wood, then they move on to the Free City of Dyvers, where a series of strange burglaries are plaguing the populace. **$12.00**

WG12 Vale of the Mage Vile monsters emerge from the Vale's sinister depths, stalking the land with murderous intent. Whoever, or whatever, is responsible for these incursions must be confronted. **$18.00**

WGA1 Falcon's Revenge A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its eventual discovery, and subsequent destruction. Includes 25mm cardstock buildings. **$18.00**

WGA2 Falconmaster The leader of the evil cult that threatens Greyhawk City has disappeared, and officials want her captured before she gathers her strength. Includes more 25mm card buildings. **$16.00**

WGA3 Flames of the Falcon Residents flee the city as terrible events continue to wreck havoc. Our evil cult leader is still at large, and her undead minions will soon join all the fun! For levels 5 to 7. **$16.00**

WGS1 Five Shall Be One If the five magical Blades of Corusk are united a great northern god will rise up to lead the barbarians against the civilized states. The players possess one of the blades, their wizard employer has another, together they must find the remaining three before the barbarians do. **$20.00**

WGS2 Howl fom the North The Blades of Corusk must be returned to the forges of a nothern city ruin where they were originally forged, despite some aggravated attention from an barbarian horde! **$20.00**

WGQ1 Patriots of Ulek Adventurers are needed to defend the Principality of Ulek from a despot's massed humanoid horde, and to unravel a simmering conspiracy. Lots of fighting, for level 1 to 4. **$15.00**

WRG1 Greyhawk Ruins Beneath the shattered turrets of the Towers of Power, Zagig & War lies a sprawling maze of chambers & corridors, nearly 1000 separate rooms & 24 dungeon levels - an obscene labyrinth of such preposterous parameters I can't think of any smart-ass comments to degrade it! $

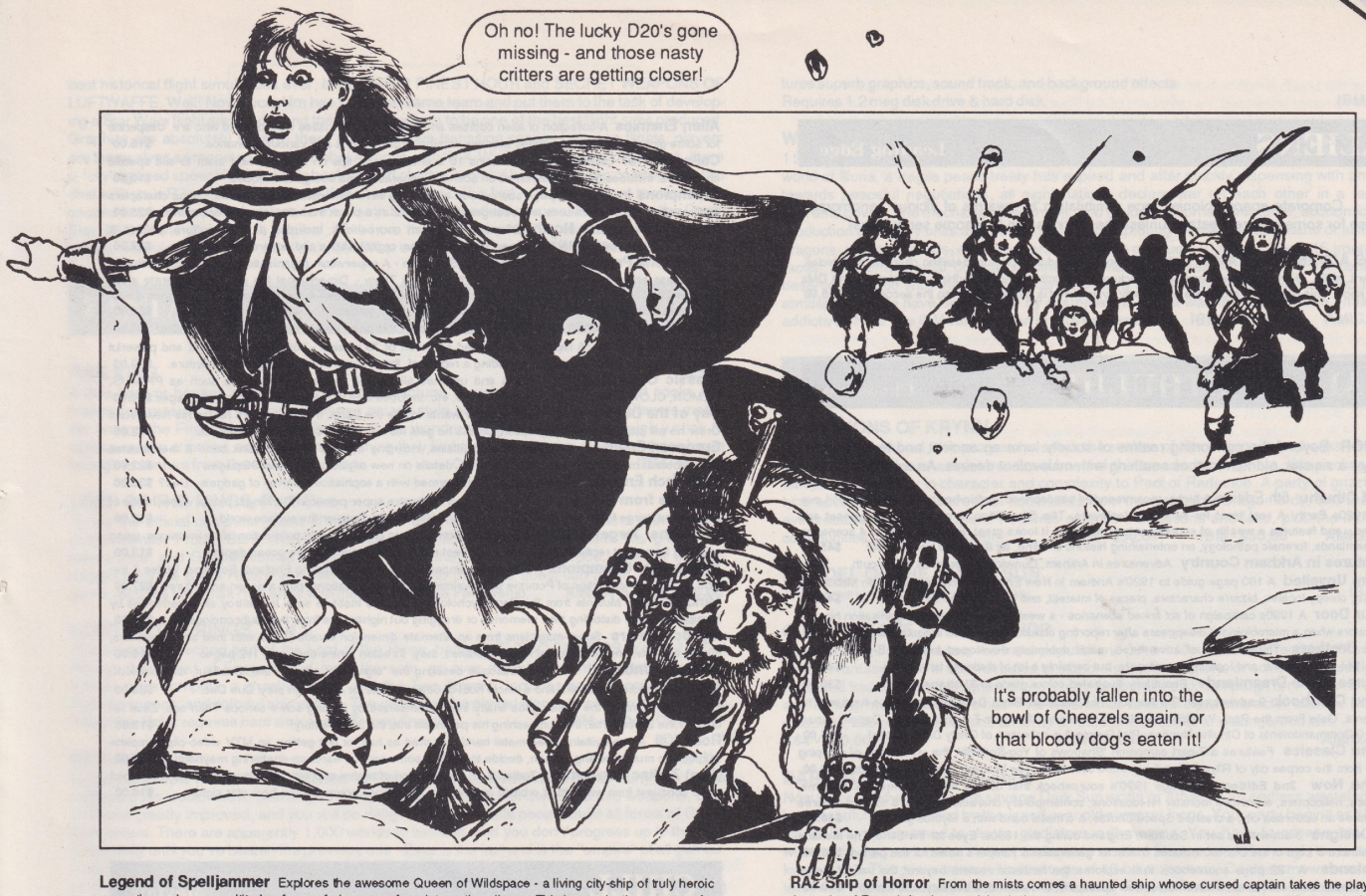
WGR2 Treasures of Greyhawk A 96 page anthology of 14 mini-adventures, both urban and wilderness based. For levels 4 to 18. Ideal for a pleasant evening of plunder and violence. **$22.00**

WGR3 Rary the Traitor Rary of the Circle of Eight, corrupted by the ways of evil, slew 2 of his fellow mages and fled to a desert fortress in the desolate Brass Hills, where he now plots further strife. **$20.00**

SPELLJAMMER

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack 'n slash.

SPELLJAMMER Wildspace - a multi-hued ocean speckled with a multitude of diverse worlds, each a lure to brave merchants, pirates and adventurers intent on exploration, and a bit of exploitation! Includes campaign details, lots of strange vessels, the spacefaring races, new monsters, 3 of the known spheres (solar systems), spells, combat, etc. Contains two books (both 96 pages) and four 21"x32" maps. **$36.00**


Oh no! The lucky D20's gone missing - and those nasty critters are getting closer!
It's probably fallen into the bowl of Cheezels again, or that bloody dog's eaten it!

Sound advice to beginners - run like hell if you lose your lucky dice!

Legend of Spelljammer Explores the awesome Queen of Wildspace - a living city-ship of truly heroic proportions where a multitude of spacefaring races form interactive cliques. This is a majestic encounter for jaded adventurers. Details structure, personalities, abilities & secrets. With two 32"x21" floorplans. **$45.00**

War Captain's Companion Tactical ship to ship combat rules with a War Captain's Guide (new characlls, magical items, ship design, war fleets & shipyard bases), a Ship Recognition Manual (detailing 99 types of vessel), a Combat rulebook (covering ramming, boarding, magic use, debris, heroes, monsters, etc), two 21"x32" starmaps, a comparative ship-size chart, plus a collection of colour counters. **$45.00**

CGR1 Complete Spacefarer's Handbook Details available next catalogue. **$30.00**

MC7 Spelljammer Monsters Details all the strange critters that inhabit the void. **$18.00**

MC9 Spelljammer Monstrous Appendix More monsters from the realms of Wildspace. **$22.00**

SJA1 Wildspace The kingdom is free of marauding monsters, despotic dragons & evil enchanters - the heroes responsible for this slice of utopia are VERY bored indeed! Until an anchor suddenly falls on the town square, its heavy chain mysteriously leading skyward. Welcome to the Skyrunner... **$18.00**

SJA2 Skull & Crossbones The players become bounty hunters, with letters of marque from their liege they go in search of pirates - along the way meeting Thri-kreen crusaders, Illithids, Drow, ect. **$18.00**

SJA3 Crystal Spheres The characters, rescuing a vessel from pirates, uncover a supernatural force that suddenly propels them into a war against darkness that involves 4 unique crystal spheres. **$18.00**

SJA4 Under the Dark Fist A n intergalactic war is unleashed - 12 spheres of Emperor Vulkaran the Dark prepare to invade the realms of Greyspace, Krynspace & Realmspace. For levels 10 to 14. **$20.00**

SJQ1 Heart of the Enemy Set in the 2nd Unhuman War - an advanced race of Orcs called the Scro have discovered a weapon of awesome destruction (shades of Death Star folks), but the key to unlocking its power is missing. A party of adventurers are hired by Elves to find the key before the evil Scro do. **$22.00**

SJR1 Lost Ships A collection of short adventures featuring drifting derelicts, enigmas built by long-dead races, etc. Includes new monsters, spells & rules, plus extra vessels & equipment. 96 pages. **$20.00**

SJR2 Realmspace Details the solar system wherein the Forgotten Realms reside. Includes campaign data on Selune, the Beholder planet, Elminster's Hideout, plus adventures & new vessels. 96 pages. **$22.00**

SJR3 DM's Reference Screen Standard 3-panel DM's screen with lots of tables & charts. **$18.00**

SJR4 Practical Planetology Features 15 unique planets, all exotic & mysterious, including island necrocracies where undead nations from a destroyed planet reside, an Efreeti city of eternal flame, a world where Mithril Dragons fly over lakes of molten tin, and more. Introduces 10 new monsters too. **$20.00**

SJR6 Greyspace A sourcebook for the crystal sphere of Oerth (AKA Greyhawk). Due Dec. **$22.00**

SJR7 Krynspace A sourcebook of the crystal sphere wherein resides Krynn. Due Feb. '93 **$22.00**

SJS1 Goblin's Return A millennia ago Goblinoids ruled the Crystal Spheres. Now with the aid of ogres and a powerful magical entity the struggle for Wildspace begins anew **$20.00**

SPELLJAMMER Novels - $10.00 each title

Cloakmaster Cycle 4 titles - **1:** Beyond the Moons **2:** Into the Void **3:** The Maelstrom's Eye **4:** The Radiant Dragon

LANKHMAR

Lankhmar - City of Adventure City abode to thieves and adventurers, the home to Fafhed & the Gray Mouser. This 96 page book describes this great metropolis - including its most famous residents, businesses, guilds and factions. Includes maps, adventures, and the local pantheon. **$24.00**

LNA1 Thieves of Lankhmar A definitive sourcebook of the Lankhmar thieves' Guild - includes details on operations, the principal officers & members, a shady history, and its hidden agendas. **$22.00**

LNA2 Nehwon An unscrupulous sorcerer needs a party of gullible cannon-fodder, er... he means heroic fighter-types, to represent him in a grueling quest-contest that occurs only once every 140 years! **$22.00**

LNA3 Prince of Lankhmar A mission to escort the Prince of Lankhmar from his school in Ilthmar meets with disaster when he is kidnapped and held for ransom, and his father is not impressed! **$20.00**

LNR1 Wonders of Lankhmar Fourty-seven one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes a short list of new spells and monsters **$18.00**

LNR2 Tales of Lankhmar An entertaining compendium of seven adventures - from the ale-rooms of the Silver Eel, to the labyrinth of sewers and dangerous alleys of Lankhma alleys. For levels 3 to 10. **$20.00**

LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret mercenary organisation. This title hasn't been released at the time of typing, so I can't describe it until the next catalogue. **$20.00**

RAVENLOFT

Ravenloft A fantasy campaign setting with rich overtones of horror. This box set includes a 144 page rulebook (covering the Demiplane of Dread, redesigned character classes, Fear & Horror checks, Werebeasts, Vampires, curses, gypsies, fortune-telling, altered spells, magic items, the lands & islands of teror, the Dark Lords, bloodlines, Dm's guidelines & new momsters), four 21"x32" maps, etc. **$40.00**

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. **$22.00**

Forbidden Lore Provides an insight into the world of the Vistani; the gypsies, rogues, ruffians & fortune tellers whose prophecies, curses & feisty character enrich Ravenloft. More details next catalogue. **$40.00**

RA1Feast of Goblyns A horde of pugnacious Goblins invade a Vampire's demesne - in exchange for some magical trinkets the readily agreeable characters are asked to dispose of the little buggers. **$20.00**

RA2 Ship of Horror From the mists comes a haunted ship whose cursed captain takes the players to the realm of Ravenloft, where an island where a necromancer has created a new breed of undead. **$20.00**

RA3 Touch of Death In the burning wastelands of Har'Akir an ancient mummified priest plots to usurp the power of his undead lord, enslave the desert tribes, and turn to zombies those who oppose him. **$13.00**

RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. **$22.00**

RR2 Book of Crypts 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dank hole wherein characters get their greedy butts kicked! **$22.00**

RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. **$22.00**

RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace.**$22.00**

RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. **$22.00**

RQ1 Night of the Walking Dead Set in a zombie-infested swampland, the players must unravel the mystery behind a string of murders & disappearances in a village plagued by ambulant undead. **$13.00**

RQ2 Thoughts of Darkness Set in Bluetspur, the endless night where lightning falls like rain, an Illithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. **$20.00**

RQ3 From the Shadows Lord Azalin dispatches a host of vampiric agents to other worlds to ensure the fulfillment of a dark prophesy. Due Dec. **$20.00**

Novels: 1: Knight of the Black Rose 2 : Dance of the Dead 3 : Heart of Midnight **$10.00** each

AL-QADIM

Ancient Persia, a classic matinee campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genies, pharaohs, sultans, and much more.

Al-Qadim Arabian Adventures 160 page sourcebook describing the land of Zakhara, the people's virtues (honor, family, purity, hospitality, etc), character creation, 20 new PC class 'kits' (corsairs, mystic clerics, etc), proficiencies (begging, display weapon prowess, Genie lore, grooming, etc), desert survival, Calling Upon Fate, The Evil Eye, Sha'ir abilities (Genie magic), elemental province spells, & more! **$38.00**

Al-Qadin: Land of Fate A box set with further campaign details. Describes geographic features, township life, attire, marrage, slavery, life in the desert, blood fueds, Sheikhs, attire & vanity, camels, 12 tribes of the High Desert & Haunted Lands, local deities, the Savage Gods, 27 (!) cities, legends, the calendar, the law, local secrets, magical items, and much more! Includes four 21"x32" colour maps. **$40.00**

MC13 Al-Qadim Monsters Includes clasic beasties like genies, rocs, pegasi, & sphinxes. **$22.00**

ALQ1 Golden Voyages A mini-campaign on the Crowded Sea, inspired by the tales of Sinbad! Includes an assortment of exotic adventures set in different locations (both at sea & on land), new rules on sailing, new monsters, notes on tribes & geography, an Al-Qadin DM's Screen. plus a 21"x32" map. **$38.00**

ALQ1 Assassin Mountain Players must save the Grand Calif from the Flying Daggers, fanatical assassins from one of the most dangerous of the Holy Slayer Orders. Boxed. Due Feb. '93 **$38.00**

GENERAL ACCESSORIES & MODULES

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm carboard cutouts.**$50.00**

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. **$38.00**

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 predesigned rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. **$40.00**

GR3 Treasure Maps Features 32 colour maps, with both DM's and players' versions. A brief scenario suggestion is provided for each. Great ide - could be used with any fantasy RPG! Due December. **$25.00**

HHQ1 Fighter's Challenge Sturnheim was a thriving trade town, until a caravan laden with gold disappeared and ruined the settlement financially. An adventure for 1 DM & 1 player (2-4 level fighter). **$15.00**

HHQ2 Wizard's Challenge A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now threatened. For 1 DM & 1 player (2-5 level Wizard). **$15.00**

HHQ3 Thief's challenge Same idea as above, but for a single Thief character. Due Feb. '93 **$15.00**

REF3 The Book of Lairs 61 very short adventures, perfect scenarios for any environment. **$27.00**

HR1 Vikings A 96 page sourcebook for Norse campaigns. Incudes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship deckplans, treasure, etc. **$30.00**

HR2 Charlemagne's Paladins A campaign combining the period of Europe's Holy Roman Empire & the wars against the Saxons, with contemporary folklore. Sounds like a cheap version of Pendragon!**$30.00**

HR3 Celts Campaign Sourcebook Describes the barbarian celtic tribes who brought Rome to its knees. Includes details on the druids, the wild hunt, tribal warfare, etc. More details next catalogue. **$30.00**

REF6 Rogues' Gallery An intriguing collection of unique NPCs, representing an array of fantasy personalities, both banal and sublime. Contains 96 loose leaf pages. Due Jan. '93. **$26.00**

S1-4 Realms of Horror Reprints four classic modules: Tomb of Horrors (great for killing pretentious characters), White Plume Mountain (I don't remember it), Expedition to the Barrier Peaks (explore a buried space craft!), and The Caverns of Tsojcanth (a magnificent dungeon of grandiose proportions). **$20.00**

ALIENS — Leading Edge

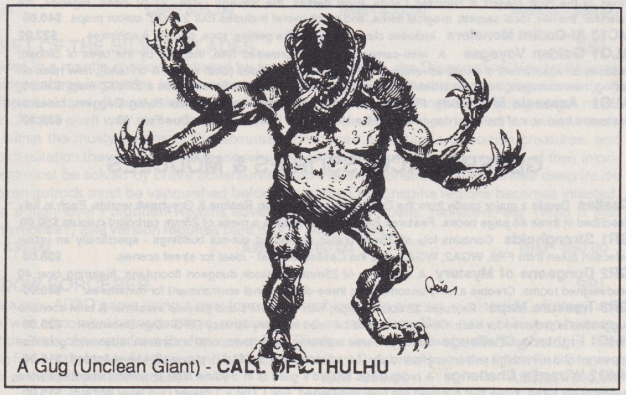
SCI-FI Corporate space colonies face annihilation as swarms of vicious xenomorphs cut loose for some new real estate, unless the Marines can kick some serious ass!

ALIENS ADVENTURE GAME 194 page book packed with photos, detailing characters, vehicles, equipment, skills, Alien bug-uglies, campaign background, combat, plus everything else players and DMs need to know. This is a low to moderate complexity system that is heavily based on the second film. **$45.00**

CALL OF CTHULHU — Chaosium

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG!

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary, etc. **$45.00**
Adventures in Arkham Country Adventures in Arkham, Dunwich, Kingsport & Innsmouth. **TBA**
Arkham Unveiled A 160 page guide to 1920's Arkham in New England, includes details on Miskatonic University, creepy locales, bizarre characters, places of interest, and four adventures. **$40.00**
At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **$40.00**
Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **$40.00**
Creatures of the Dreamlands Beautifully illustrated colour guide to 31 strange beasts. **$30.00**
Cthulhu Casebook 9 adventures: The Auction, The Madman, Black Devil Mountain, The Asylum, The Mauretania, Gate From the Past, Westchester House, Curse of Chaugnar Faugn & Thoth's Dagger. Includes the 10 Commandments of Cthulhu Hunting, Plot Germs & a collection of Grisly Descriptions! **$45.00**
Cthulhu Classics Features a 7-part campaign 'Shadows of Yog-Sothoth': the unleashing of sleeping Cthulhu from the corpse city of R'lyeh! Plus 5 reprinted scenarios (The Warren, Dark Carnival, etc). **$40.00**
Cthulhu Now 2nd Edition. 144 page 1990's sourcebook that covers new equipment & firearms, computers, helicopters, enhanced monster hit-locations, contemporary character sheets, & four adventures that features an undersea city, a crashed Space Shuttle, & a metal band with a Mythos groupie! **$40.00**
Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **$40.00**
Dreamlands A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. **$40.00**
Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. 160 pages, due early '93? **$40.00**
Fearful Passages Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. **$40.00**
Great Old Ones Six 1920's scenarios (one involves a 1927 English lunar expedition!): The Spawn, Still Waters, Have You Seen the Yellow Sign?, One In Darkness, The Pale God & Bad Moon Rising. **$40.00**
Green and Pleasant Land Sourcebook for 1920s England, with 3 adventures - limited stock! **$22.00**
Horror on the Orient Express A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus a generous amount of handouts and great maps, **$60.00**
Keeper's Kit Contains a 3-panel Keeper's screen, character sheets, two Miskatonic University stickers, a Cthulhu note-pad, a colour poster, and an eight page adventure: The Dead Man Stomp. **$35.00**
Kingsport A secluded fishing village known for its ambiance by tourists & artists, but behind a facade of normality lies an ancient Witch Cult, & unspeakable creatures that lurk in the fog! With 3 adventures. **$35.00**
Mansions of Madness Five 1920s adventures, each based around an isolated building: Mr Corbitt, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. **$35.00**
Masks of Nyarlathotep The players must discover the fate of an Egyptian expedition. A trail of horror & subterfuge leads them to New York, Cairo, Nairobi, Shanghai, and the lair of the terrible Dark God. **$40.00**
Return to Dunwich Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes a map & 2 adventures. **$40.00**
Tales of the Miskatonic Valley 1920s sourcebook detailing the title location. Includes 3 adventures that include an expedition beneath an ancient Indian burial ground, and in a circus freak show. **$35.00**
Terror Australis Sourcebook for 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yirrimburra, Old Fellow That Bunyip & City Beneath the Sands. Disgusting artwork! **$40.00**
The Stars Are Right The U.S. presidential election campaign begins, with sinister agents eager to promote a New World Order that will have devastating global consequences! For Cthulhu Now. **$40.00**
The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. **$35.00**
Terror from the Stars A search begins for a lost archaeological expedition in British Honduras; and a strange golden artifact from Peru piques the interest of art thieves, and something much worse! **$18.00**



A Gug (Unclean Giant) - **CALL OF CTHULHU**

CHAMPIONS — Iron Crown

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! Contemporary era.

Champions Comprehensive 346 page softcover book based on the Hero system. The best Superhero RPG on the market. Details 8 primary characteristics, 6 figured characteristics, 59 skills, 6 perks, 20 talents, 64 powers, 33 power advantages, 23 power limitations, 17 character disadvantages, etc. **$45.00**
Alien Enemies A collection of alien oddities and other strange entities from beyond who are desperate for some global real estate. Includes two new criminal organisations and various scenarios. **$16.00**
Callenges for Champions Contains 10 scenarios, with tips on how to adapt them to suit specific characters. Includes general guidelines on scenario generation and design techniques. **$10.00**
Champions in 3-D 144-page sourcebook on running extra-dimensional adventures, pitting characters against other-worldly creatures and stranger villains. Ideal as a break from the urban environment. **$25.00**
Champions of the North 128 page Canadian sourcebook, includes data on culture, politics & geography, plus a large selection of new heroes, villains, organisations and adventures! Due Dec. **$22.00**
Champions Presents.#1 3 adventures: Spectrum - A supervillain organisation uses political kidnapping to pass anti-superhero legislation. No News of a Thaw - Dimensional Ice demons generate arctic weather conditions to try and conquer the world. Menace Out of Time - A trip through time unleashes a host of strange adversaries: Nazis, robots, war gods, gunslingers, ghosts, and dinosaurs! **$22.00**
Champions Universe I wouldn't have a clue about this one - details next catalogue. Due Dec. **$40.00**
Classic Enemies A reprinted & updated selection of 75 villains - both solo operatives and powerful criminal organisations. 112 pages, including a reprint of the 'Escape From Stronghold' adventure. **$20.00**
Classic Organizations Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages. **$30.00**
Day of the Destroyer Doctor Destroyer wants to rule the Earth, if world leaders refuse his New World Order he will start to cull the population, unless he gets his ass kicked by some superheroes. **$12.00**
European Enemies Features 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With several adventures, details on new organizations, etc. 96 pages **$22.00**
High Tech Enemies A selection of villains armed with a sophisticated array of gadgets. Dec? **$30.00**
Invaders from Below King Earthwyrm and his twelve super-powered Darklings, plus a whole horde of Subterrans, surge forth from their vast underworld kingdom to conquer the surface world. **$12.00**
Invasions: Target Earth Designed to allow GM's to create classic pulp-action alien invasions, using anything from giant reptilian monsters, to ancient robots, or horrors from the ocean depths. **$13.00**
Kingdom of Champions A 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Includes a collection of Pommie super-criminals and organisations, plus a dozen adventures. **$27.00**
Mind Games Mutants from the Parapsychological Studies Institute seek to destroy all superheroes by manipulating and distorting their memories or dragging out nightmares from their subconcious. **$12.00**
Mystic Masters Super-magicians from an alternate dimension invade Earth, with their arcane powers, mighty artifacts, and collection of AD&D modules, they threaten a new dark age! 112 pages **$16.00**
Normals Unbound An NPC catalogue detailing the "significant other" - the chauffeur, idiot sidekick, voluptuous media personalit, and a whole host of others. Ideal for campaign play. Due Dec. **$25.00**
Olympians When the Greek gods finally freed themselves by kicking some serious Titan ass, Zeus re-opened the Earth portal, thus unleashing his pantheon into the 20th century! **$15.00**
Road Kill A supervillain speed-metal band, still mad as hell for not getting an MTV video-clip complete with buxom mud-wrestling women, decide to get into some serious eardrum-shattering mayhem. **$12.00**
(The) **Zodiac Conspiracy** Zodiac is an organisation of twelve sophisticated, immortal villains who plot world conquest from within their orbiting organic lair, and whose powers come from star signs. **$16.00**

CHILL — Mayfair

HORROR In today's world many have seen manifestations of terror, but the tabloid media have ridiculed the facts. For beyond a veil of secrecy lurk nightmares incarnate.

CHILL A 256 page hardback book of contemporary horror. Features 8 character attribute, 67skills, 51 PC classes, plus various 'edges', 'drawbacks' & disciplines. With a comprehensive bestiary & scenario. **$55.00**
A Chill in the Fog Sourcebook for Victorian-era England, mainly focusing on the Jack the Ripper theme. Includes an historic scenario, location descriptions, cultural details, etc. Due Jan. '93 **$35.00**
Apparitions 128 page spectral campaign sourcebook detailing everything from ancestral ghosts, to child spirits, phantom battlefields, haunted houses, and more. Includes a scenario. **$18.00**
(The) **Beast Within** A supplement that allows players to roleplay creatures of the Unknown. **TBA**
Chill Companion Explains how to tailor scenarios into any horror genre - from the Victorian slasher theme, to futuristic psychological terror. Includes rules, skills, magics, psionic dueling & encounters. **$25.00**
Horrors of North America Features 15 detailed scenario locations with maps, plus a list of magical objects, 18 new creatures (Sasquatch, the Drowned One, etc,) and historical information **$25.00**
Lycanthropes Describes in detail the six distinct types of lycanthropy, including statistics for encounters, historic folklore, authenticated histories, and two scenarios. 128 pages. **$22.00**
Orphans of the Night A scenario set in a youth shelter, with a new character - the Feeder. **TBA**
Undead and Buried A scenario set in Minnesota, where the fate of SAVE will be decided. **TBA**
Veil of Flesh The White House has become the unwilling host for a supernatural entity who preys upon the minds of world leaders, in an attempt to influence global matters (sounds like the corporates!) **$18.00**
Voodoo Sourcebook Details the Vodoun religion and includes a scenario - Drum in the Night. **TBA**

CORPS — BRTC

SCI-FI In the world today there exist vampires, UFO's, mind-reading mutants, secret societies, and government cover-ups. This is the first modern global conspiracy game.

CORPS The world it not as it seems, it just looks the way those who really run things like it to. And just imagine what they would do if you found out. This is basic system that emphasises action rather than rules overkill. It covers everything needed to play - weapons, GM tips, pranormal powers, etc. 54 pages. **$15.00**
CORPS Technology A gadget sourcebook that covers modern weapons, armor, vehicles, personal equipment and other bits 'n' pieces. With complete game stats, availability, price, etc. **$10.00**
Deathwind A twisted, global spanning year-long adventure where the characters discover 2 days missing from their lives & memories. Unknown forces are willing to kill to prevent the truth being revealed. **$18.00**
Organisation Book 1 More information than you should be allowed to know about the sinister Immortals, Time Travellers, and Hierarchy. Includes short adventures for each topic. 66 pages. **$12.00**

CYBERPUNK — R. Talsorian

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric.

CYBERPUNK 2020 2nd Edtion Features extensive character creation mechanics, cyberweapons, net programs, bio-ware', nanotech enhancements, and more. This has a gritty, bleak mood. 160 pages **$25.00**
All Fall Down (Atlas) The rebuilt city of Las Vegas becomes the focus of a Corporate civil war, with one side ready to test a new strain of biological weapons, and both of 'em wanting to flatline the players. **$15.00**
Chasing the Dragon (Atlas) An attache case is stolen from the players in an ambush, the person responsible is a Solo called Dragon, who fades quickly into the dangerous urban Combat Zone. **$18.00**
(The) **Chrome Berets** (Atlas) Product unknown, details next catalogue - sorry! **$25.00**
Chromebook An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. **$22.00**
Chromebook #2 An expanded list of gear, including exotic bodyword, vehicles, new-tech animals, cyberware, personal electronics, weapons, and other odds 'n' ends. With a metal babe on the cover. **$25.00**
Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **$40.00**

Corp. Book I Profiles on 2 powerful conglomerates: Arasaka Security & the International Electric Corporation. 88 pages featuring products, board structure, security, resources, etc, plus scenarios. $20.00
Corp. Book II A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Miltech International. Valuable data for campaigns, includes scenario idea, equipment lists, uniforms, etc. $20.00
Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. $20.00
Cyberpunk Data Screen Colour game screen with an adventure. $20.00
Eurotour '21 A collection of short adventures set in Europe (obviously). Details later. Due Jan. $20.00
Eurosourcebook Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. $22.50
Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. $22.00
Maximum Metal Information about this product will be made available next catalogue. Due Dec. $30.00
Near Orbit 2nd Edition. A sourcebook for the orbital colonies, from manufacturing & pharmaceutical factories, to the grim warbirds, and the luxurious palaces of the elite. With new skills, equipment, etc. TBA
Night City Sourcebook Huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home setting for campaigns. $30.00
Night City Stories (Atlas) Contains 4 connectable adventures set in NightCity, from the luxurious Corporate Sectors where the money lives, to the Combat Zone & its nightly urban holocaust. 144 pages. $30.00
Protect and Serve A sourcebook dedicated to the Cop character class, features new equipment & weapons, gangs & organised crime, operational procedures, crimes & sentencing, punishment, etc. $20.00
Rockerboy Details the glittering decadence and popular impact of cult music in the cyberpunk society, as well as the social & political infuence of the powerful electronic media. 80 pages. $22.00
Solo of Fortune Sourcebook for the Solo, with new rules, equipment, weapons, gangs, etc. $20.00
Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a nonster hunt in the wilds of Eastern Europe. $20.00
The Osiris Chip (Atlas) Humantech, a secretive biotech firm, has developed a chip that will enable it to control victims of cyberpsychosis, and thus create a mercenary gang of high-tech zombies. $15.00
When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, and a sexy adventure. $25.00

DANGEROUS JOURNEYS — GDW

MULTI GENRE Gary Gygax's back! And the old mentor of roleplaying has helped to produce a new system that features flexible mechanics and very detailed characters.

MYTHUS This is the core fantasy sourcebook, it features a rich heroic persona creation system (vocations, knowledge, skills, quirks, birth, etc), improving skills & abilities, combat & healing rules, Heka Energy & basic magic, time, game realism, magicak items, an adventure, and more. 413 pages! $40.00
Mythus Magic Expands the magick rules & Heka powers: has over 1000 spells listed for Mages (with 5 schools), Priests (with 5 Ethos') & 15 other Archetypical Castings, plus more magic items. 382 pages $37.00
Mythus Gamemaster's Screen A standard cardboard prop upon which are printed the basic rules framework, and behind which the GM can cheat with his/her die rolls! Includes play aids. Due Dec. $20.00
The Epic of Aerth An Earth-like fantasy campaign setting (continents are called Aeropa, Afrik, Central Azir, etc) with extensive subterranean labyrinths (Shallowshadow, Midgloom & Deepdark), and a hollow interior wherein reside ancient races. Technology & civilization remain at a Late Renaissance level, but magick is quite extensively developed. Unlike the counter-world of Phaeree where wild magic reigns. $45.00
(The) **Necropolis** A Mythus campaign adventure set in magical Aegypt - the characters embark upon the great river Nylle in search of lost tomb. They face hazards such as bandits, demons, and worse! $35.00

DARK CONSPIRACY — GDW

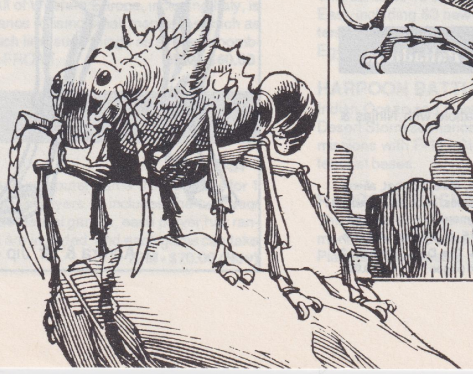
SCI FI A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times.

DARK CONSPIRACY Despite advances in technology world society has begun to fall into ruin. Puissant nightmare powers, hidden since the rise of civilization, have manifest themselves to challenge humanity's rule. 336 pages, featuring 62 PC careers, 51 skills, lots of unnatural critters, etc. $45.00
Among the Dead In New York a children's hospital is providing orphans as human raw material for some unspeakable purpose, one that has connections with an undying creature in decayed Moscow. $20.00
Darktek An equipment guide with gruesome biological Dark Minion weapons, futuristic ET constructs, advanced corporate consumer technolgy, vehicles, robotics, electronic equipment, etc. 104 pgs. $25.00
Dark Races Vol. 1 A compendium of 46 creatures, with details on mythology, skills, vulnerabilities, empathic abilities, combat tactics, etc. Includes mechaniacals, Super Rats, the Toxic Mother, etc. $25.00
Empathetic Sourcebook Contains expanded rules for the Empathy statistic and its many related skills, as well as new abilities & organisations important to empathic characters. Due Dec. $22.00
Heart of Darkness A sorceress of ancient Baghdad has lain in mystic statis for 1000 years, her mind imprisoned in a magical gem which also holds the key to a ward keeping at bay a race of parasites. $22.00
Hellsgate NASA's newest Comsat is beaming an unknown signal to Mexico, while the gods of the ancient Mayans are rising anew. The way is now open for the coming of the Great Dark One. $22.00
Ice Daemon In southern Texas, during the middle of Spring, an arctic storm ravages the state. Out in the icy badlands a creature stalks again, not since the Earth's last ice age has it hunted prey. $9.00
New Orleans An ancient fiend and its legion of servitors is preying on the ghettos, dragging victims thru the sewers and into the swamps beyond, where tons of toxic wastes have been dumped. $22.00
Nightsider An adventure that combines a sunny island resort, a high-security army base, and a sleepy township whose residents aren't able to leave! More details on the plot next time. Due Dec. $10.00
PC Booster Kit A 'Cinematic' & 'Heroic' expansion set. Includes new skills, careers, and character options, plus an optional task system update allowing for more wildly dramatic successes & failures! $10.00
Proto-Dimensions Vol. 1 Describes over 12 new dimensions - bizarre environments that can be detrimental or beneficial to the players. Explains how to discover them, and how to leave. Due Dec. $22.00

DREAMPARK — R. Talsorian

GENERIC A techno-fantasyland park equipped with virtual reality tools allows teams of Gamers to defeat an array of cross-genre scenarios presented by the the Gamemasters.

DREAMPARK A universe where anything is possible, created by technology that combines every style of historic fact and imaginative world. Characters are able to redesign themselves, and they never die, they only lose games. The mechanics are flexible, with 2 levels of complexity. A fairly relaxed style of game. $30.00
The Curse of the Khalif An Arabian Knights style adventure, with a few plot twists added. Features 9 new NPC cards, flying carpet combat, damsels in distress, and a few other cliches. 48 pages. $25.00



The Agents of Falkenstein Set in 1943, the turning point of WWII, a group of Allied "Mystery Men" enter forbidding Castle Falkenstein to battle the Nazi Supervillain Red Falcon. Due Dec. $25.00

DUNGEONS & DRAGONS — TSR

FANTASY The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over.

RULEBOOKS

Dungeons & Dragons Game Contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn. $45.00
Dungeons & Dragons Basic Set These are the rules that were superseded by the above game. Includes a DM's guide & a players book. Covers character levels 1 thru 3, with monsters, magic, etc. $10.00
Rules Cyclopedia This 304 page hardback book replaces the Expert, Companion & Masters box sets. Details DM and Player's information for character levels 4 through to 36. $50.00
Wrath of the Immortals Describes immortal-level individuals and the outer-planar world. Also details the campaign saga, DMing for low-level dungeoneers, to hyper-level dudes who rule kingdoms, et al. Features a mega-slugfest war of immortals plus the long-awaited brawl between Thyatis & Alphatia. $40.00

ADVENTURE MODULES

BOXED ADVENTURE PACKS
Dragon's Den A beginner's RPG supplement for character levels 1 to 5. Features three complete dragon-lair adventures, each with a colourful poster-sized maps & various colour stand-up counters. $40.00
Goblin's Lair Three connected low-level lairs containing a wealth of humanoid terrors - goblins, orcs, bugbears & ogres. Includes a horde of stand-up counters, and three poster-sized floorplan maps. $40.00
Haunted Tower Three tomb-adventures - explore dank crypts where ghosts, mummies, zombies, skeletons & vampires reside - kick some serious undead ass! Great for beginners, with maps, etc. $40.00

BASIC - LEVELS 1 TO 4
Assault on Raven's Ruin A beginner's module. The Master Thief Raven, leader of a Goblin tribe, has stolen the valuable scepter of truth and taken it to his trap-infested lair. Includes a large map $15.00
Thunder Rift A miniature campaign setting, ideal for novice DMs. A location from where characters can rest and begin new adventures. Includes a map of the region, places of interest, NPCs, etc. $15.00
Sword and Shield A module for one DM and one low-level fighter character. The fearsome Black Knight, a bandit of nefarious reputation, has decided to hold a tournament to contest his honor. $16.00
DDA1 Arena of Thyatis!t's It's the festive season in Thyatis, and for dungeon-weary adventurers this is a great time to meet the aristocracy, enjoy a few duels, and fight in the arena for a little fame! $11.00

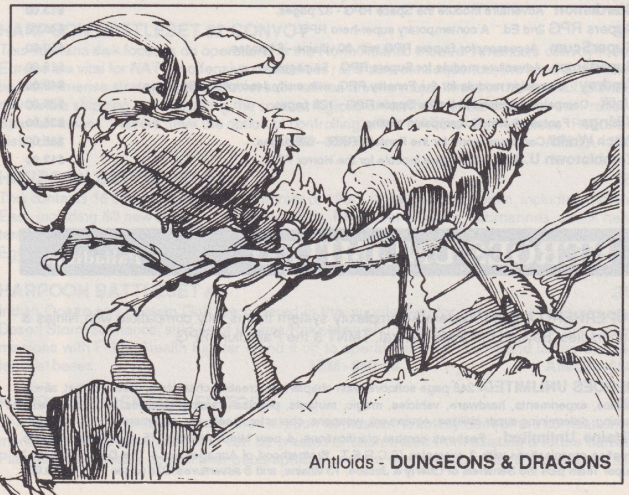
EXPERT - LEVELS 4 TO 14
X8 Drums on Fire Mountain The mysterious Shipbane & pirate Orcs intent on plunder wreak havoc on the Sea of Dread, both led by a malign intelligence that must be sought out and then destroyed. $7.00
X13 Crown of Ancient Glory The King's dead, his crown missing, and the royal heir lost at birth. Neighboring nations ready for war, armies mass along the border, while spies & traitors await their chance to add to the confusion. Sound like fun? - It's your job to solve this mess, laughing boy! $12.00
XL1 Quest for the Heartstone The Queen finds herself in some strife, her salvation lies with the fabled Heartstone which is buried somewhere in the maze of tunnels within the Mountains of Ice. $10.00

MASTER - LEVELS 26 to 36
M2 Vengeance of the Alphaks A despotic deity, banished to the sphere of entropy, seeks to destroy mankind by dabbling in politics, thus triggering a cataclysmic warbetween Thyatis & Alphatia. $9.00
M3 Twilight Calling In the Septahenge stand 7 gates for 7 realms. In these realms stand 7 guardians with 7 symbols. From these symbols comes one key - with this key the Carnifex can be defeated. $10.00
M4 Five Coins for a Kingdom The city of Lighthall vanishes, in its place come 5 coins of amazing powers. In a realm of floating islands an evil wizard intent of conquest must be slain to save the city. $10.00
M5 Talons of Night A new age of peace threatens to spoil Alphaks' plans for vengeance, in frustration he kidnaps some diplomats and frames the players! They must travel to other dimensions to prove their innocence, meet vampiric spirits, compete against the Night Spider & return Peaceful Periapt of Pax. $7.00

IMMORTAL - LEVELS 36, and other megalomaniacs!
IM1 The Immortal Storm A swirling grey maelstrom of immense proportions threatens Immortal rule. The players must travel the multiverse to find the essence of life and save the Hierarchs. $8.00
IM2 The Wrath of Olympus How to save the world: (A) create artifact, (B) defeat host of legendary foes, & (C) rescue immortals imprisoned by Daemons. But what do you do with the rest of the day? $10.00
IM3 The Best of Intentions Prime Plane Immortals are dying - the only way to solve this blatant contradiction in terms is by participating in the dreaded multi-plane Immortal Olympics! $7.00

D&D CAMPAIGN GAZETTEERS

Campaign world series for use with D&D or AD&D. All titles include complete historic, economic, geographic & social information for players & DMs, as well as details on cities & significant NPCs.
GAZ2 The Emirates of Ylaruam Details everything from the desert realm's bustling capital city to lowly caravan villages where merchants and thieves ply their trade under a remorseless sun. $16.00
GAZ3 The Principalities of Glantri A sorceress nation ruled by a council of puissant wizard-princess, and known for its all-consuming infatuation with the enigmatic Secret of the Radiance. $18.00
GAZ4 The Kingdom of Ierendi A hardy nation of composed of ten separate tropical islands, and a haven for colourful buccaneers, privateers and smugglers. Includes rules for naval warfare. $16.00



Antloids - **DUNGEONS & DRAGONS**

GAZ7 The Northern Reaches Details the three rugged Viking nations: Soderfjord, Vestland & Ostland. With separate Player's and DM books, a double-sided map, and rules on D&D Runic Magic. **$18.00**
GAZ10 The Orcs of Thar Sourcebook on Orc culture, with major personalities, clans, history, leaders, etc described in detail. Includes Orc PCs, spell-casters, the Orc King, plus a boardgame! **$20.00**
GAZ11 The Republic of Darokin In Darokin power comes from wealth, whilst social & political influence is tied directly to the success of commerce. Includes a daring Merchant character class. **$20.00**
GAZ12 The Golden Khan of Ethengar A land of vast plains peopled by fierce horse tribes, who are now united by a single heroic leader. Includes a Shaman character class, with unique spells. **$20.00**
GAZ13 Shadow Elves Describes in detail the vile Shadow Elf underworld realm - a violent empire that seeks to invade the surface lands. Includes the Soul Crystals & mystical powers for shamans. **$18.00**
GAZ14 Atruaghin Clans Introduces the Horse Clans from the plains, the sea-faring Turtle Clans, the Children of the Bear, & the evil Children of the Viper. With the Shamani PC class & new Immortals. **$22.00**

HOLLOW WORLD

Hollow World Within the undercrust of the Gazateers world resides a vast, exotic land ruled by strange empires, and peopled by new races. Includes a 128-page DM's book, a 64-page Player Guide, a 32-page Adventure Book and four 31"x21" maps. With new character races, monsters, magic items, etc. **$35.00**
HWA2 Nightrage An army of Dark Elves, with armour impervious to swords & spells, are set to conquer Hollow World. Salvation lies in eternal Nithia, past the trackless caverns beneath the World's spine. **$18.00**
HWA3 Nightstorm An approaching cataclysm threatens Hollow World, the Immortals who can defeat it have vanished. Within the Temple of Eight Sweet Winds, in a land of elephants & shapeshifting assassins, lies the secret of the mysterious Emerald River, & the chance to find the Immortals. For levels 8 -10. **$20.00**
HWQ1 The Milenian Scepter The revered Milenian Emperor dies suspiciously, and his squabbling heirs threaten to start a civil war over control of his ruling scepter. For character levels 6 to 8. **$20.00**
HWR1 Sons of Azca The Azcans are Hollow World's most feared & dangerous race. This supplement details their culture, religion, magic, society & geography. Includes adventures plus a map. **$22.00**
HWR2 Kingdom of Nithia Describes a legendary nation ruled by powerful pharaohs, a changeless culture renown for its pyramids and stories of sky chariots. Includes Nithian character classes. **$22.00**
HWR3 The Milenian Empire Once a great nation in the Known World, the Milenians are now a Hollow Wolrd empire of philosophers, oracles, architects & mighty legions who elect their own Emperor. Due to an abundance of secret societies, this is a land rife with intrigue & conspiracies. **$22.00**

D&D GAME ACCESSORIES

DDREF1 Character Record Sheets New character record sheets for the revised D&D. **$18.00**
DDREF2 Dungeon Master's Screen Standard format, updated to include the new Rules Cyclopedia, and containing a 32 page adventure: Escape from Thunder Rift. Due Feb. '93. **$18.00**
AC1010 Poor Wizard's Almanac A nifty accessory that ties together the Gazateers & Hollow World with The Wrath of the Immortals. Includes world events, NPCs, etc. More details next catalogue. **$30.00**
AC10 Book of Wondrous Inventions A completely insane collection of bizarre gadgets, from Borgora's Inflatable Scare-Dragon, to Olaf Grundni's Stupendous Repository of Arcane Lore. **$15.00**
PC1 Tall Tales of the Wee Folk Complete details on fairy creatures & other woodland beings. Covers legends, cultures, attitudes, adventures, woodland magic & new Player Character races! **$20.00**
PC2 Top Ballista Allows aerial creatures to be used as new Character races. Includes a guide to the Gnome's great Flying City, the fampus Top Ballista flying squadron plus rules for airborne combat. **$20.00**
PC3 The Sea People Explores the kingdoms beneath the Sea of Dread, and has intelligent sea-dwelling critters as alternative player-character races. Includes campaign material, with a great map. **$20.00**

G.U.R.P.S. — Steve Jackson

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules.

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. **$45.00**
Aliens Accessory for GURPS Space - 128 pages revealing 28 Alien cultures. **$35.00**
Camelot Campaign module for the Fantasy RPG - 128 pages. $35.00
Chaos in Kansas An adventure module for GURPS Horror. **$12.00**
Cyberpunk A near future campaign setting for GURPS Space - 128 pages. $40.00
Fantasy RPG Campaign based in the world of Yrth - 144 pages. **$40.00**
Fantasy Bestiary Supplement for Fantasy - details over 250 monsters & plants. $35.00
Fantasy Folk Another supplement for Fantasy describes 25 races, 128 pages **$40.00**
GURPS Ultra Tech Gadget accessory for GURPS Space - 128 pages. $35.00
GURPS Magic A comprehensive listing of objects for Fantasy campaigns - 112 pages. **$35.00**
GURPS Magic Items II Same idea as above - 128 pages. $40.00
GURPS Psionics A generic accessory for any camapign setting - 128 pages. **$35.00**
Horror RPG 2nd Ed. I think the title adequately describes this product - 128 pages. $35.00
International Super Teams Detailed sourcebook for the Supers RPG - 128 pages. **$40.00**
Japan Feudal & fantasy campaign setting - 112 pages. $35.00
Martial Arts A generic supplement featuring 38 styles of fighting - 112 pages. **$35.00**
Old Stone Fort Adventure module for the Horror RPG. $12.00
School of Hard Knocks Adventure module for the Supers RPG- 32 pages. **$15.00**
Space RPG Science fiction genre game with campaign material - 128 pages. $35.00
Space Adventures A selection of scenarios for the Space RPG, just like the title says! **$40.00**
Space Atlas 2 Campaign supplement describing 25 worlds for the Space RPG - 64 pages. $20.00
Space Bestiary Space RPG accessory detailing 333 critters! - 112 pages. **$35.00**
Special Ops A modern military (special forces) campaign RPG - 128 pages. $34.00
Stardemon Adventure module the Space RPG - 32 pages. **$13.00**
Supers RPG 2nd Ed. A contemporary super-hero RPG. $40.00
SuperScum Accessory for Supers RPG with 30 villains - 64 pages. **$19.00**
Supertemps Adventure module for Supers RPG - 64 pages. $18.00
Tredroy Campaign module for the Fanatsy RPG, with a city description - 64 pages. **$18.00**
Uplift Campaign supplement for the Space RPG - 128 pages. $35.00
Vikings Fantasy & historic campaign setting. **$35.00**
Witch World Campaign world for the Fantasy RPG - 128 pages. $35.00
Zombietown U.S.A. Adventure module for the Horror RPG. **$12.00**

HEROES UNLIMITED — Palladium

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG.

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! **$45.00**
Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. **$40.00**

HERO SYSTEM — Iron Crown

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasties, and nice cover artwork. Comprehensive, but not complex.

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. **$35.00**
Cyber Hero Campaign sourcebook detailing hardcore cybergear, special combat rules & high-tech weapons, cyberspace nets, and gritty near future street background material - 208 pages. **$35.00**
Fantasy Hero A 256 page softcover book containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, and a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. **$35.00**
Fantasy Hero Companion A 144 pg book that features a mass combat system, building floorplans for campaign use, 76 new critters, extra magic items, 13 extra spell colleges, and a lewd cover. **$25.00**
Hero Bestiary A sourcebook listing animals, magical beasts and movie monsters. Due Dec. **$25.00**
Fantasy Hero companion II 160 page supplement containing new spell colleges, fierce monsters, powerful magic items, adventure locations, rules for naval combat & jousting, plus GM advice, etc. **$30.00**
Ninja Hero Martial-arts sourcebook for Hero System. Features an array of special oriental combat styles, exotic weapons & armor so players can really kick serious ass. 176 pages, with adventures. **TBA**
Western Hero A 208 page sourcebook that includes historic and fictional background, character development, real-life personalities, equipment, special skills, and a gritty adventure. **$35.00**

MARVEL SUPERHEROES — TSR

SUPERHERO Standard fare for comic enthusiasts - all these muscular, athletic types with square jaws or pert breasts get to flit around in outrageous leotards.

MARVEL SUPERHEROES BASIC SET Features a 64 page basic rulebook, a 64 page campaign book detailing over 80 heroes & villains, two colour city maps, 100 fold-up figures, 48 colour character-profile cards, and some dice. The rules emphasize fast action resolution. **$40.00**
Marvel Superheroes Advanced Rules Features new heroes & powers, an improved character creation system, more combat options, expanded magic & gadgets, extra villains, and much more. **$40.00**
Deluxe City Campaign Set A grand guide to New York City, a renown metropolis wherein reside an alarming array of super-powered, ultra-costumed individuals. Features a 96 page campaign sourcebook, a 64 page adventure book, 4 maps, floorplans of special locations, and 15 mini-adventures. **$40.00**
The Uncanny X-Men A campaign box set that includes a 96 page roster (character) book, a 64 page campaign setting book, 32 pages of adventures, and four 21"x32" maps of the X-Men mansion, etc. **$35.00**
Lands of Dr. Doom A campaign set that reveals the complete 30-year chronological history of Dr. Doom, as well as a catalogue of his comic-technology, plus maps of his castle & the Haunted Lands. **$45.00**
MHR2 Webs: The Spiderman Dossier Spiderman fanboy bits 'n' pieces, details later. **$30.00**
MHR3 Go West - The Avengers Archives Due January '93. **$30.00**

Aurora & Mr. Jip - **MARVEL SUPERHEROES**

MARVEL SUPERHEROES ADVENTURES

MH1 The Breeder Bombs The Uncanny X-Men are threatened by a desperate man consumed with a lust for vengeance. In the background the sinister global machinations of Magneto and the Original Brotherhood of Evil Mutants builds to a crescendo. A basic-level module. $12.00

MH4 Lone Wolves Gangs of thugs, and much worse, prowl the moonlit maze of streets in New York City, preying upon the young & old. They fear nothing, until now... A basic-level module. $10.00

MH8 Fault Line A host of superheroes must thwart a major criminal operation, but only if they can pierce a confusing veil of false leads and sham crimes. A basic-level module. $12.00

MH9 Gates of What If? Welcome to a divergent universe, where things are almost the same, with a few changes - like Victor Von Doom (AKA Dr. Doom, fanboys) is a hero good-guy type. A whimsical adventure that's not to be taken too seriously. A basic-level module. $12.00

ME2 Ragnarok and Roll Ragnarok, a Viking variant on the Apocalypse theme, promises to consume the Nine Worlds. This foreshadows the fall of legendary Asgard, and the end of the Norse gods. $12.00

MLA1 After Midnight Gang warfare is on the increase in New York City, but before our heroes can kick some serious street-punk butt, they'll have to contend with a few dozen supervillains first. $15.00

MLA2 Night Moves The gang wars spread to Chinatown, and the underworld ganglords become involved. The Celestial One, appearing as an apparition in a Chinese restaurant, is the only hope. $15.00

MLA3 Night Life Gang wars continue to erupt thru the city, whilst a boy-genius is mysteriously kidnapped (parents probably got sick of the wise-ass) & UFOs terrorise joggers in Central Park. $15.00

MLBA1 Mutating Mutants Sebastian Shaw, ever desperate to regain leadership of the Hellfire Club, has manufactured a devise that will disable (rather messily one would hope!) the New Mutants. $12.00

MSL3 Spore of Arthros Agents of SHIELD are sucked into an anti-matter universe called the Negative Zone, wherein they face the wrath of the despotic Spore of Arthros, also rather dramatically refered to as the Terror of the Negative Zone! $12.00

MT1 All This and World War II New military hardware being tested in the New Mexico desert is highjacked by time-warping Nazis intent on changing the course of WW2! $12.00

MT2 The Weird, Weird West Time is crumbling asunder, splinters of history appear where they shouldn't. The key to this bizarre disaster is Dodge City, in 1870 where it is currently being sieged by the armies of Napoleon, Genghis Khan an d Alexander the Great. $16.00

MT3 The Revenge of Kang Hidden among myriad channels of history, called timestreams, the evil Kang and his alternate-reality duplicates hope to ensure that the Fantastic Four were never born. $15.00

MX3 Reap the Whirlwind Hunted by violent bands of vigilantes and giant cyborgs, the life of a fugative mutant is a cruel struggle for survival. But now a visionary leader has come forth, aided by powerful cohorts and potent weapons, he offers mutants liberty. $12.00

MARVEL SUPERHEROES ACCESSORIES

MA2 Avengers Coast-to-Coast Details the Avengers Charter, mansion (base) descriptions, security procedures, new Avenger characters, more villains, an adventure, and more. 96 pages. $20.00

MA4 The Fantastic Four Compendium This 96 page book provides intimate details on the Fantastic Four, as well as their companions, friends & enemies, plus vehicles, places of interest, etc.$22.00

MHAC1 Judge's Screen A sturdy 3-panel screen with a separate guide to New York City. $12.00

MHAC7 Concrete Jungle A 32 page collection of heroes, villains and vigilantes that roam the streets of the urban sprawl - individual details include statistics, special powers, background, etc. $12.00

MU1 Gamer's Handbook of the Marvel Universe - A thru D Detailed compendium of over 110 heroes and villains - each entry includes statistics, background history, powers & an illustration. $30.00

MU4 Gamer's Handbook of the Marvel Universe - S thru Z Contains110 new entries.$28.00

MU5 Gamer's Handbook - 1989 Updates Over 100 characters, including the X-Babies. $30.00

MU6 Gamer's Handbook - 1990 Updates Lots of stuff on new mutants, organisations, etc.$30.00

MECHWARRIOR — Fasa

SCI-FI Powerful stellar empires fight a savage galactic war for water resources & the technology of the ancients. For further titles see **BATTLETECH** on page 12.

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. $35.00

Bloodright Join a desperate manhunt that twists and turns through a multitiude of star systems and worlds scarred by war, and defines the meaning of honor with glory. Features Clan characters. $15.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. $30.00

House Davion - The Federated Suns The most powerful of the Inner Sphere Successor States. Details Davion's history, leaders, wars, government, economy and culture. 210 page softcover. $30.00

House Kurita - The Draconis Combine Intent on conquering the Inner Sphere, Kurita is currently the most feared House. Their society is founded upon respect for the warrior ethic. 192 pages. $30.00

House Liao - The Capellan Confederation Wily, treacherous and formidable - Liao is deemed to be a future threat to Sphere stability, but no one considers it a problem... yet! 160 pages $30.00

Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of Comstar & the Inner Sphere Houses. Due Feb.$35.00

Jade falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. $30.00

Mechwarrior Companion Features rules expansions, new source material, expanded character generastion, skill concentrations & specialisations, battle armour, more vehicles, Battletech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, & a tech manual. TBA

Mercenary's Handbook This 2nd edition sourcebook is updated to 3053, and includes an adventure generator, an Outreach sourcebook, character archetypes, plus loads of material on the merc' units. TBA

Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. Due soon? $18.00

Technical Prints A set of four posters depicting medium Omni'Mechs. Due Dec. Details later. $35.00

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. $30.00

Unbound On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. $16.00

BATTLETECH NOVELS - $10.00 per title:

Decision at Thunder Rift
Jade Phoenix Trilogy: **1:** Way of The Clans **2:** Blood Name **3:** Falcon Guard
Wolf Pack
Ideal War (due Feb. '93)
Mercenary's Star
Natural Selection

MEGATRAVELLER — GDW

SCI-FI The vast Imperium has collapsed into chaos: rebellion, military treachery, criminal profiteering and plundering aliens are but a fraction of the turmoil that exists.

MEGATRAVELLER Box set containing the Referee's Manual, the Player's manual, an Imperial Encyclopedia, a colour map of the Spinward Marches, and dice. $60.00

Arrival Vengeance The domain of Deneb has been isolated from the Imperium for years, an Archduke dispatches an Azhanti High Lightning cruiser with a hand-picked crew to discover what's happening. TBA

Assignment: Vigilate Set in the desolate Diaspora sector after the collapse of the Imperium, the mercenary crew of a star fighter battle against pirate raiders. Includes 2 adventures & ship plans. $10.00

Astrogator's Guide to the Diaspora Sector Once the battleground where 4 separate starfleets fought for supremacy, Diaspora is now a haven for mercenaries, free traders, and fugitives. $12.00

Hard Times - the future of the empire Adventures in the post-rebellion period. Imperial space is strewn with the wreckage of war, governements and the military have gutted themselves in a vicious war of attrition. The galaxy lies battered and smoldering, and an ominous dark age threatens. 96 pgs. $25.00

Imperial Encyclopedia Presents all the facts concerning the Imperial Wars, stellar history, the Imperial nobility, library data, equipment lists and starship travel. 96 pages of campaign background. $12.00

Onnesium Quest An epic quest for a mineral-rich asteroid belt leads the greedy players from one end of the shattered Imperium to the other. 104 pages. Due ? TBA

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. $15.00

Rebel's Tales Further information on the rebellion that voraciously consumed the Imperium world by world. Includes five desperate adventures. TBA

Referee's Manual Contains a generator for star systems and their worlds, plus rules for encounters (players love this sort of stuff!), trade & commerce, craft design, starship combat, etc. 104 pages. $12.00

Star Viking - Planetfall Due Dec? - details will be provided when (if) it become available. $60.00

Survival Margin Due Dec? - when it comes in I'll be able to find out what the plot is. $10.00

Traveller - The New Era Due Dec? - more information will be provided later. $60.00

MIDDLE EARTH — Iron Crown

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners.

Lord of the Rings Adventure Game A complete role-playing package designed specifically for beginners! Features a rich storytelling-style adventure that teaches roleplaying concepts as the game unfolds. Contains 10 maps, 6 character fold-outs, and dice. $35.00

Adventure #1 Dawn Comes Early The barrow of a centuries-dead prince becomes the final resting-place for unsuspecting travellers who enter its cold interio in search of loot. Links-up with the adventure provided in the box set. Contains maps & floorplans. Ideal for novice DMs and players. $20.00

Adventure #2 Darker Than the Darknes Concludes the adventure started in the box set - a motley crew of bandits are terrorising the inhabitants of the Trollshaws, but not for much longer! $20.00

Over the Misty Mountains Cold A Dark Elf in the service of the dread master of Dol Gudar, lengthens the shadows surrounding his forest keep with diligent cruelty. A beginner's adventure. $20.00

MIDDLE EARTH 2nd Edition. The original, more complex (but still relatively easy to learn)box set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. $25.00

MIDDLE EARTH SUPPLEMENTS

Angus McBride's Characters of Middle Earth A 64 page glossy book highlighting Angus McBride's superb artwork for Middle Earth. Indispensible product for connoisseurs of fine art. $15.00

MERP Adventure Guidebook II Sourcebook for Endor and the surrounding lands. Includes a full colour map, an Elvish dictionary, plus a comprehensive glossary of people, cultures, places, etc. $25.00

MERP Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. $12.00

Middle Earth Map: Folded A beautiful 24"x36" colour map of Middle Earth & the Wild Lands.$12.00

VARIANT CAMPAIGNS

Robin Hood Alternate campaign sourcebook based on a romantic 11th century English setting - specifically the Forest of Dean on the Welsh Marshes and Sherwood Forest. Includes sections on new medieval skills & professions, plus material on bandit & guerilla operations. 160 pages $25.00

Vikings Comprehensive 112 page sourcebook for Norse campaigns. Includes chapters on folklore, magic, monsters of myth, the pantheon, and royalty, plus much more besides . $18.00

Pirates Creates the boisterous world of 17th century pirates & buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pages with ship types, fashion, treasure, firearms, fencing, maps, magic, 6 scenarios, etc. $25.00

MIDDLE EARTH SOURCEBOOKS

Arnor This boxed set is a comprehensive tour of the entire North Kingdom of the Dunedain, featuring colour maps, a history of Eriador, descriptions of fairs, guilds, mystical orders, personalities, a traveller's guide, plus a series of adventures. More details later. Due early 1993? $70.00

Creatures of Middle Earth Detailed information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balrogs. $16.00

Lords of Middle Earth I: The Immortals Comprehensive112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. $20.00

Lords of Middle Earth II: Mannish Races A wealth of data on the Kings of Arnor, Gondor & Numenor, plus profiles on Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths. $20.00

Lords of Middle Earth III Details the races that the other books neglected - the gentle Hobbits, dour Dwarves, patient Ents, crude Orcs, and formidable Trolls. 112 pages. of comprehensive datal. $20.00

Minas Ithil 112 page guide to the Gondorian capital. Details history, politics, and institutions. Includes floorplans of important structures & adventure sites, major NPCs, 3 adventures, and 2 colour maps. $35.00

Nazgul's Citadel By the Yellow Mounts south of Harad, looming over ancient ruins, stands the forbidding citadel of the fifth Nazgul. Includes over 40 pages of floorplans, plus 3 adventures. 121 pgs. $25.00

Treasures of Middle-Earth A massive compendium of magical weapons, armor, apparel, jewlery, gems, art, musical instruments, rings and tools. Further articles detail the history of important artfacts, describing in detail the techniques and materials used in their creation. $25.00

MIDDLE EARTH ADVENTURE MODULES

Denizens of the Dark Wood Deep within brooding Mirkwood can be found tribes of Orcs, Trolls, Giant Spiders, and a sinister Necromancer who requires living blood for his foul experiments. $10.00

Ents of Fangorn Here dwell the Ents, an ancient race whose sole task is the preservation of Fangorn, last remnant of the Great Forest. But other more sinister creatures roam the depths. $20.00

Gorgoroth Evil stirs in the Mountains of Shadow. Yellow torchlight glares from the arrow slits of once-abandoned citadels, and smoke unfurls from Orodruin's summit like a tattered war banner. $30.00

Grey Mountains A 144 page sourcebook for the brooding expanse of the Gray Mountains, detailsf the Dwarven mines, Orc warrens & Dragon caves, plus Fordwraith and the sinister Withered Heath. $30.00

(The) Necromancer's Lieutenant In Southern Mirkwood that PCs may protect a merchant's caravan, steal a Necromancer's treasure, harass an Orc army, or aid the Elves against evil. $11.00

River Running The Dark Lord Turns East Six linked adventures detailing the Dark Lord's campaign against Dorwinion, Land of Maidens; famed for its magnificent wines, but now blighted by supernatural diseases, fell beasts and the dark magicks of a dread Necromancer. $20.00

PALLADIUM — Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks!

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestairy. $45.00

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. $35.00

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. **$30.00**
Adventures in the Northern Wilderness A 96 page guide, with 6 adventures. **$22.00**
Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. **$35.00**
Further Adventures in the Northern Wilderness 4 adventures. 48 pages **$16.00**
The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! Due ? **TBA**

PARANOIA — West End

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more!

Paranoia RPG A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. **$40.00**
Alice Through the Mirrorshades Vulture Warriors watch horrified as they are volunteered to go back in time to execute those responsible for the great Computer crash of the future. **$22.00**
Alpha Complexities The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; defective R&D equipment; severely disturbed 'bots; and a trashy mega-villain! **$18.00**
(The) **Bot Abuser's Manual** Details those anoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters!. Due Dec? **$35.00**
Clones in Space Eager Troubleshooters can enjoy the exciting, gut-squashing effects of lift-off. Survivors get a lesson in weightlessness, and a lucky few learn about the curious effects of vacuum. **$20.00**
Crash Course Manual Anarchy reigns - the Computer is dead! The vengeful clones rise up against their oppressors, and secret societies have fun by running in a confused, but rampant manner. **$30.00**
Death, Lies and Vidtape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. **$22.00**
Don't Take Your Laser to Town From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. A ripping wild west adventure, I think. **$18.00**
Gamma-LOT Pulp fantasy has invaded LOT sector - ye merry olde England meets not-so-merry Alpha Complex troubleshooters. Features an amusing reptile called Randy the Wonder Lizard! **$22.00**
(The) **Iceman Returneth** A freeze-dried High Programmer from the past is accidently thawed - only stupid Troubleshooters would ever get involved with treason of this magnitude. So naturally they do! **$18.00**
More Songs About Food Vats Chases, comedy, and more explosions than you can shake a neurowhip at. Includes handouts and props to make the players feel important. **$18.00**
Paranoia Sourcebook 144 page campaign book that includes information on the computer, clones, security clearances, treason, secret societies, R&D research, AlphaNet, and the outdoors! **$40.00**
People's Glorious Revolutionary Adventure Welcome to the Communist Controlled Complex Population (CCCP) toils selflessly under the benevolent rule of Big Red One, Tovarich Computer. **$20.00**
R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. **$35.00**

PENDRAGON — Chaosium

Young Queen Guenever - **PENDRAGON**

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son!

PENDRAGON 3rd Ed. A dynastic game where most sessions represent a year, and players can see their characters rise in stature, aiming for a prestigious seat at the Round Table! This is a clean system, allowing the DM to concentrate on the plot & characterisations. A very important aspect of play are the PC's passions - as these are the principles which guide their actions & desires. Great fun! 208 pages. **$45.00**
Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **$40.00**
Boy King England is torn apart by feuding lords & plundering foreign tribes. A fabulous sword is drawn from stone by a youth who is destined to reunite this shattered realm. Includes major personalities, an 80 year campaign-play chronology, the nature of medieval cities, and an adventure: Castle of Joy. **$35.00**
Castle of Bones Adventures set in the unseen world - the distorted, paranormal realm of Faerie - bane of virtuous knights, and a temptation for the wicked. **TBA**
Grey Knight Death's Champion challenges Arthur's right to rule. Sir Gawaine will duel for his king's honor, but Merlin prophecies Gawaine's death unless an ancient Treasure of Britian is discovered. **$10.00**
The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. **$40.00**
Knights Adventurous Includes campaign information on the geography of Britain, the peoples of neighboring nations, ambitions & rank, the role of women & religions (allowing character Knights to be Pagans, jews, etc), wealth, fashion, coins, grand events (tournaments, etc), magic & faerie. 136 pgs. **$35.00**
Pagan Shores Details the Emerald Isle, realm of King Anguish and his raiders. Arthur and his knights, convinced of their own prowess and righteousness, prepare to cross the Irish Sea in search of glory. **TBA**
Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **$40.00**
Savage Mountains Four adventures (The Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulag Cat) exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **$40.00**
Tournament of Dreams Two adventures of knightly virtue and chivalrous combat - Tourment of Dreams plus The Circle of Gold - they both sound like titles from a Mills & Boon novel! **$10.00**

RIFTS — Palladium

SCIENCE & SORCERY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. **$55.00**
Mutants in Orbit A hybrid adventure that combines RIFTS with Teenage Mutant Ninja Turtles. **$25.00**
RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. **$30.00**
RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc.
RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: TMNT, Robotech, Heroes Unlinited, etc) to be used in the RIFTS universe. Includes notes on RIFTS Europe, adult dragons, optional player races, and a wealth of monsters. 224 pages. **$45.00**
World Book 1: Vampire Kingdoms Includes infromation on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **$30.00**
World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. **$37.00**

ROBOTECH — Palladium

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army.

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **$30.00**
Ghost Ship Rebel Zentraedi and bandit gangs plunder the ring of debris orbiting the Earth, the RDF dispatches its elite Space Patrol to dig them out. 48 pages. **$20.00**
Lancer's Rockers A decade after the invasion, Humaity's most famous combat unit - the Rook's Knights, are decimated. Features new PC classes & weapons, plus seven adventures. **$20.00**
RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **$20.00**
RDF Accelerated Training Program Features new character skills & abilities, NPC generators, and briefs on strategy, plus a selection of mecha & vessels. 56 pages, with training missions **$20.00**
REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. **$35.00**
Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **$30.00**
The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules **$30.00**
The Return of the Masters 88 page Sourcebook for the dangerous Indochina quadrant, the massive G-95 satellite factory, and the R.D.F. military Moon Bases. Includes adventures & mutants too. **$25.00**
The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destriods, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs **$35.00**
The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **$20.00**

ROLEMASTER — Iron Crown

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See **SHADOW WORLD** for campaign material.

ROLEMASTER 2nd Ed. Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth, and are recommended for novice DMs! **$45.00**
Alchemy Companion 208 page book detailing over 12 new professions, new skills, Static Action tables, Critical Strikes, item creation charts, over 70 new spell lists, and much more! **$30.00**
Arms Law & Claw Law Contents include 30 individual Weapon Attack charts, 10 amazing Critical Strike tables, 12 Animal & Martial Arts Attack charts, and a variety of optional rules. **$20.00**
Character Law & Campaign Law A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPG! **$20.00**
Creatures & Treasures Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of random treasures or encounters. **$20.00**
Creatures & Treasures II A great compendium of new monsters and artifacts. 112 pages. **$22.00**
Dark Space Rolemaster-Space Master campaign setting detailing a cross-genre universe. Magic & technology coexist while alien monstrosities plot the downfall of humanity. Includes new professions & spells/psion lists, 20 worlds & cultures, scenarios, creatures, equipment, softech, etc. 160 pages. **$30.00**
Elemental Companion New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic. **$27.00**

Heroes & Rogues A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics, plus an illustration. **$30.00**

Oriental Companion Contains new oriental professions (Ninja, Samurai, ect), skills, spells, Ki powers, mythical creatures, magic items, exotic weapons, etc. Due early 1993? **TBA**

Rolemaster Character Sheets Character records for all Rolemaster professions! 144 pages **$22.00**

Rolemaster Companion Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells and optional rules. **$20.00**

Rolemaster Companion II Features 65 new spell lists and over 100 optional skills. There are also Master Tables with descriptions for every Rolemaster skill and profession thus written! **$20.00**

Rolemaster Companion III Does it never end? Here's some more optional rules, with 21 new professions, 40 spell lists, 7 more critical tables and 4 spell attack tables. **$20.00**

Rolemaster Companion IV Offers a checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companions! And assorted new stuff. **$22.00**

Rolemaster Companion V Will it ever end? Includes rules for time travel, Earthnodes, skill specialisation & spell research, plus 3 professions, over 26 spell lists, creatures, treasures, skills, extra attack & critical tables, structural hit points, and another options checklist addendum! 128 pages. **$25.00**

Rolemaster Companion VI Aarghh! The buggers can't help themselves! Highlights include an emphasis on stat bonuses rather than stats, flexible skill development, rewards for roleplaying, a detailed yet playable tactile combat, upper level spells for existing spell list, and much more! **$30.00**

Spell Law Includes over 2000 spell descriptions based on 3 realms of power & 15 character professions, plus individual Spell Attack & Critical Strike tables, a power point system & detailed alchemy rules. **$20.00**

Spell Users Companion Features new magical skills & herbs, rules for rituals & resistance rolls, a spell-pick & extraordinary-failure system, realms clarifications, heaps of new spell lists (including Esoteric Spells), apprenticeships, clarifies ambiguous spells, and much more! **$27.00**

Time Riders 160 page book for magic, psionic, or tech based time travellers. Includes a sci-fi setting, high tech equipment, magic items, special combat rules & source material for variable time streams. **$25.00**

War Law A mass combat system featuring rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, etc. Contains a 160 page rulebook, counters, templates and unit forms. **$60.00**

See **Middle Earth** & **Shadow World** for compatible stock.

RUNEQUEST — Avalon Hill

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended !

RUNEQUEST DELUXE Contains an introduction, Player's Book (88 pgs.), Magic Book (60 pgs.), Gamemaster's Book (48 pages), Creatures Book (48 pages), guide to Glorantha (32 pages) & dice. **$60.00**

RUNEQUEST STANDARD A boxed set with an abridged Rules Book (56 pages.) and a small Spells Book (16 pages.), plus dice and character sheets. This is the Runequest primer. **$35.00**

Daughters of Darkness Nine adventures wherein the players partake in dangerous expeditions and deadly intrigues in a decayed city of chaos and corruption. 96 pages with maps. **$30.00**

Dorastor Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen. **TBA**

Eldarad - The Lost City Eldarad is a partially rebuilt, lawless ruin where the minions of Chaos walk freely at night. It is also the site of ancient elder tombs, wherein great magicks & wealth can be discovered. Contains a 54 page city guide, a 62 page adventure sourcebook, and a 32 page book of maps. **$35.00**

Elder Secrets of Glorantha A compendium of lore featuring monsters, artifacts, the secrets of Dragonkind, magical crystals & metals, the weather, Hero Questing, the Elder races & cults, etc. **$40.00**

Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Genertela Book (100 pages), a Player's Book (36 pages) and a map. **$45.00**

Gods of Glorantha Details the huge campaign pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Gloranthian life, from farmers to merchants. **$40.00**

Haunted Ruins An ancient Dwarven mansion has become the lair for a Troll Clan. **$20.00**

Into the Troll Realms 3 adventures. Includes a Trollball game, a giant-insect farm, flying Trollkin kidnapers, a chance to sample fearsome Troll beverages, & a Brontosaurus-carcass bandit hideout! **$17.00**

King of Sartar Historical fiction - six Gloranthan scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic struggles against the invading Lunar Empire. 300 pages, written by Greg Stafford, published by Chaosium. Gloranthan mysteries are reveale! Due early 1993? **$40.00**

River of Cradles A concise introduction to the history, geography, cultures, and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Big Rubble, and Cults of Prax. About bloody time too! But when are we going to get it? **TBA**

Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With four adventures. Due Jan? **$30.00**

Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorceror and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Sandy Petersen & Greg Stafford. **TBA**

Sun County Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmalio cult, encounters, and much more. By an Australian author. 128 pages. Good qaulity production too! **$35.00**

Trollpak Troll society fully described, with Troll characters explained in detail. Contains 3 books: Uz Lore (56 pages), Book of Uz (50 pages), The Munchrooms (40 pages), plus character sheets & maps. **$40.00**

Troll Gods Another zesty serving of Troll delights - details new spells, skills, monsters, plus the deities of darkness, the role of worshippers, the Troll Regions, and clan knowledge. **$40.00**

SHADOWRUN — Fasa

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities.

SHADOWRUN 2nd Edition The NEW 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestairy, a Seattle guide, equipment lists, NPC contacts, and an adventure. Features new artwork, and revised mechanics. **$30.00**

Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. **$18.00**

Darkangel The last recordings of a cult-figure street musician is up for grabs. **TBA**

D.M.Z. - Downtown Militarised Zone A boardgame of urban conflict between mages, street samurai, mercs, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With nine interior and street mapsheets, plus 203 counters. **$70.00**

Dragon Hunt 'Runners are hired to find a dragon's lost memory, despite heavy Corp. attention. **$16.00**

Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings.. **$18.00**

Elven Fire Seattle's labyrinthine backstreets are ablaze, as mindless gang warfare errupts. **$16.00**

(The) **Grimoire 2nd Ed.** A 126 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamens. Includes game improvements. **$22.00**

GM's Screen 2nd Ed. Includes a collection of archetypes and street contracts. **$25.00**

Harlequin A connected series of 8 adventures that feature exotic locales. These missions provides the players with a progressively enlarged view of a very complex tale of betrayal and revenge! **$25.00**

Imago Seattle-based 'runners get a job in England, where their reputations are pitted against betrayal, blind love, vengeance, and life after death. Due Jan. **$18.00**

Ivy & Chrome 'Runners must search for an elf girl missing from an exclusive boarding school. **$16.00**

London Sourcebook The London Sprawl 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. **$30.00**

Mercurial - in Concert at Underworld Enter the world of megahit rockstars, dreamchip addiction, exotic pleasures, toxic waste, hitmen, Yakuza sorceresses, and double-deals. **$18.00**

Native American Nations Vol. 1 Details history, cultures, economies & lifestyles of the newly-emerged Salish-Shidhe, Sioux, Ute & Pueblo Council Nations. Includes a wilderness adventure. **$25.00**

Native American Nations Vol. 2 Lists the remaining new nations, covering history, cultures, economies, and lifestyles. Includes another adventure set in the wild, awakening wilderness. **$25.00**

Neo-Anarchist's Guide to North America A comprehensive tour of city sprawls. Includes maps, and details on laws, transport, trade, corporations, government, gangs, crime, etc. 128 pages. **$30.00**

Neo-Anarchist's Guide to Real Life Reminds me of something an ex-girlfriend kept telling me ("Get a real life!"), and as I sit before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin motels. Due Jan. **$35.00**

One Stage Before A powerful corporation is nearing completion of its latest investment, but a rival organisation begins to sabotage its development. Things start to get real nasty for everybody! **$18.00**

Paranormal Animals of Europe Same format as the title below. Due Feb? **$35.00**

Paranormal Animals of North America An excellent illustrated guide to 79 strange creatures that roam the polluted skies and twisted underworlds of this nightmare future. 176 pages. **$25.00**

Queen Euphoria The job is to snatch Euphoria, the simsense star, for a weekend then let her go - simple. But when something alien & very malevolent cuts in on the action all hell breaks loose! **$16.00**

The Rigger Black Book A compendium of vehicles, from urban runabouts to hunter-seeker combat drones. Includes modifications, support gear, and cyberwares. Real Rigger wet dream material. **$30.00**

Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. **$30.00**

Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. **$30.00**

Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to headware cyberdecks, and sensory enhancements. **$30.00**

Sprawl Sites Features an assortment of building floorplans and city encounters, plus a collection of individual NPCs who can be used as street contacts, etc. **$25.00**

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. **$25.00**

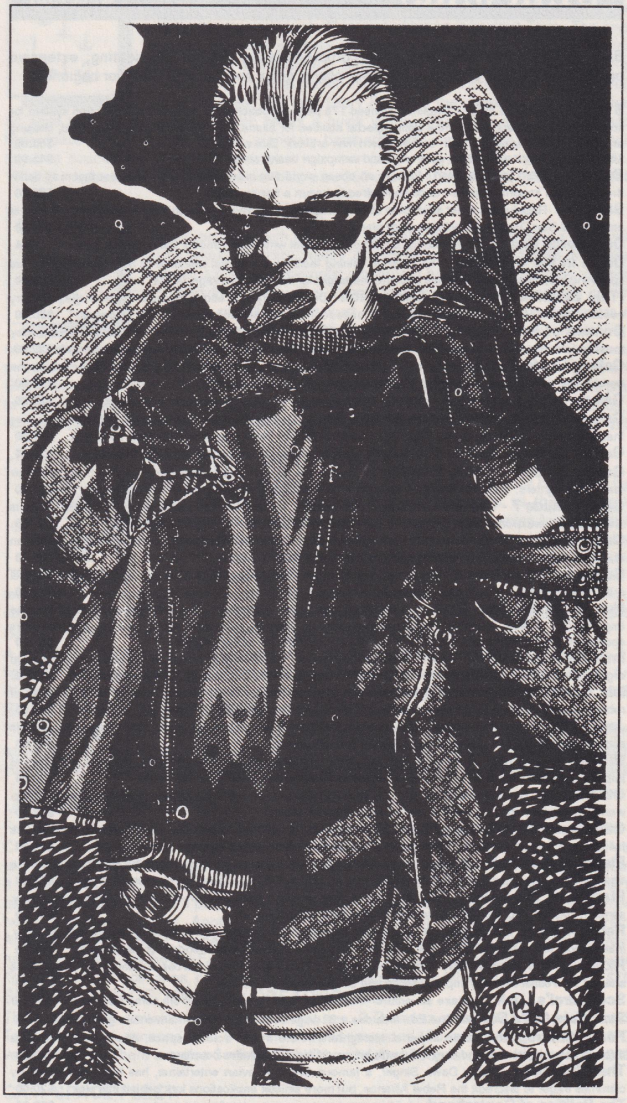
Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some 'runners to bring them back ASAP. **$16.00**

Virtual Realities 160 page guide to the matrix. Decking is given the treatment with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & programs. **$30.00**

SHADOWRUN NOVELS - $10.00 per title

The Secrets of Power Trilogy **1:** Never Deal with a Dragon **2:** Find Your Own Truth **3:** Choose Your Enemies carefully

Miscellaneous Titles **1:** 2XS **2:** Changling **3:** Never Trust an Elf **4:** Streets of Blood (due soon?)



SHADOW WORLD — Iron Crown

FANTASY Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures.

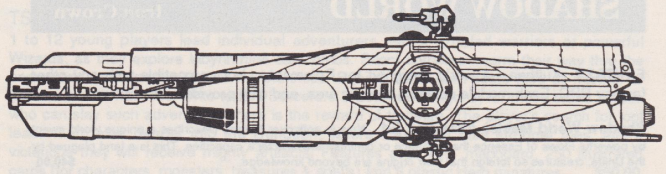
Shadow World Master Atlas 2nd Ed. Now in softcover format. Describes a unique world swept by powerful Flows of Essence that enhance or diminish a character's capacities. This is a land plagued by the Unlife, creatures so foreign that their origins are beyond knowledge. **$40.00**

Black Troll's Vengeance In Ledior all of the vegetable lifeforms grow to 4 times their usual size! But that stupendous fact doesn't help the populace when they're embroiled in civil strife. Due Dec? (I) $22.00
Cyclops Vale and Other Tales The ancient artifacts of Peligris are a lure to many adventurers, (who will usually foam at the mouth at the mere mention of magical treasure anyway!). $10.00
Demons of the Burning Night The unexplored isle of Aranmor is rumored to hide great treasures amongst its ancient ruins, and a terrible array of foul denizens who don't treat explorers kindly. $15.00
Eidolon - City in the Sky Details the Sel-kai island realm's capital - trade center of the world - a beutiful marble & glass metropolis floating among majestic cloud-scapes. Includes 8 adventures, 250 building descriptions, two color maps, etc. 160 page softcover. $35.00
Gethaenna Describes the ancient Underearth realm beneath Emer, including its unique races, monsters, artifacts, poisons, and plant life. Features a wealth of adventure sites. Due Dec? $30.00
Islands of the Oracle The Thirsting Cave appears on an Abarquan Island, from within come the dread Unlife and vile plagues. Salvation rests with an enigmatic Oracle, unseen for centuries. $15.00
Jaiman - Land of Twilight Original home of the six Crowns of Essence, all of which were lost during a series of disasters. Both noble and evil powers seek these magical artifacts for their vast power $22.00
Kingdom of the Desert Jewel Gethyra is a nation that supports a benevolent society, but beyond it the wilderness crawls with savage beasts, and greedy adventurers seeking lost tombs rich in loot! $15.00
Nomads of the Nine Nations Details the rugged lands west of the Guardian Sea. Wondrous sights of natural beauty greet visitors to this vast country, but a dark cult threatens to invade. $18.00
Norek - City State of Jaiman Jaiman faces a desperate battle for survival against an army of Unlife army, as a young Prince begins his quest for an artifact that will help defeat the noisome horde. $15.00
Quellbourne - Land of the Silver Mist Undead writhe like maggots in the ruin of Quellbourn's capital city. Pirate bands of Ice Krals and raiding Trolls harass the populace, who also have to contend with a cult that exists only to destroy, & the minions of a Spider Goddess hunting for sacrifices. $15.00
Star Crown Empire and the Sea of Fates The eight citystates of G'thal offer a welcome respite from the wilderness beyond, but state politics can offer a bloody end to curious travelers. But the survivors of city hospitality find that court intrigue offers its fair share of plunder! $18.00
Sky Giants of the Brass Stair Deep within the Garlon Mountains lies the Dwarven King's treasure, the evil Dragonlord's Skyriders and a Dragon have begun to search for this vast wealth. $16.00
Tales of the Loremasters - Book II Those who traverse these pages will meet a prowling demon-warrior, converse with a wily Sphinx, and visit the site of a mysterious fallen meteorite. $10.00

STAR WARS — West End

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners.

STAR WARS 2nd Ed. Completely revised 176 page hardback book, features a conversion system for first edition characters, many new skills, special abilities for aliens, new rules covering movement, chasing and combat, 16 pages of colour, and excellent new artwork. Due soon! $50.00
144 page hardback with all the core rules and campaign background. $45.00
Battle for the Golden Sun Sedri is an ocean world that hides in its depths a secret that may doom the Rebellion. Imperial marine troops have already begun a frantic search. $22.00
Black Ice Rebel spies must attempt to steal a massive cargo ship - a vessel that is five times the size of an Imperial Star Destroyer! Includes deck plans. $22.00
Dark Force Rising A sourcebook based on the novel written by Timothy Zahn. Details later. TBA
Death in the Undercity The Quarren Mining facilities are a vital resource to the Rebellion, but this sprawling industrial installation has become the target for Imperial sabotage teams. $22.00
(The) **Deathstar Technical Companion** Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangers, surface trenches, etc. 96 pages. $30.00
Domain of Evil Rebels are stranded on a desolate swamp world, pursued by bounty hunters, they must find an insane Jedi Knight from the Dark Nexus, or join the compost rotting in the undergrowth $22.00
Galaxy Guide 1 A comprehensive collection of backgrounds, statistics and general information on the heroes and villains from the original Star Wars movie. 80 illustrated pages. $27.00
Galaxy Guide 2 - Yavin & Bespin Details moons, inhabitants, adventure ideas, etc. $27.00
Galaxy Guide 3 - The Empire Strikes Back Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. $27.00
Galaxy Guide 5 - Return of the Jedi Jabba and his strange cohorts get the treatment. $30.00
Galaxy Guide 6 - Tramp Freighters Details the roguish free traders (such as Han Solo) and their fast light freighters. Includes design & upgardes, plus trading, smuggling, Imperial evasion, etc. $27.00
Galaxy Guide 7 - Craken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated. $27.00
Game Chambers of Questal The Alliance High Command has given up the search for Tiree, an illustrious Alliance hero, but Rebel adventurers may yet discover his fate. $25.00
Graveyard of Alderaan Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts and strange ghost ships, but the truth is far more terrifying. $22.00
Heir to the Empire A 144 page softcover campaign sourcebook that details major characters, the Imperial City & New Republic, the Dark Jedi Joruus C'baoth, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. $45.00
Imperial Sourcebook Details Imperial intelligence, capital ships, ordnance, vehicles, Sector Group organisation, artillery, support weapons, special forces, recruitment & training. 144 page softcover. $40.00
Isis Coordinates Imperial agents discover the coordinates to an Alliance factory world. A party of rebels must eliminate a Combat-Survey Team before it confirms the site. $22.00
Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. $27.00
Mission to Lianna A weary Rebel unit, after completing a mundane mission, discover a top-secret Imperial operation intent on producing an effective cloaking device for their star ships. $22.00
Otherspace Beyond realspace and the time-bending corridors of hyperspace resides a strange other-worldy dimension that conceals a great a race of fierce aliens. $22.00
Otherspace II: Invasion The planet Stronghold has ceased interstellar transmissions, and vessels fail to return from its ports. A Rebel unit is dispatched to uncover this mystery. $25.00
Planet of the Mists Stranded on a swamp world umarked on any star chart; the rebels must save a strange alien race from extinction, by disabling a secret Imperial plant guarded by mercenaries. $22.00
Planets of the Galaxy Vol. 2 Details new worlds - with data on climate, cultures, geography, sentient species, etc. Includes adventure hooks, new equipment, etc. $27.00
Rebel Alliance Sourcebook A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. 144 page softcover recommended for campaigns. $45.00
Riders of the Maelstrom Smuggled aboard a luxury liner, Rebel heroes suddenly find themselves sharing the vessel with two Imperial Moffs and pirates intent on plunder. $25.00
Scoundrel's Luck Solitaire adventure - Han Solo saves Princess Leia from some bad-asses! $27.00
Star Wars GM's Screen 2nd Ed. Includes a 32 page booklet for random adventure generation. TBA
Force Shantipole Battle Imperial starfighters in the frozen void of space, chase deadly probots through asteroid storms, and slug it out with an escort frigate! Includes counters. $22.00
The Abduction Crying Dawn Singer, a famous Shashay avian entertainer, has been kidnapped by criminals eager to discredit the Rebel Alliance, but more sinister implications lurk behind this plot. $20.00
The Politics of Contraband A 64 page adventure - more details next catalogue. $22.00
The Star Wars Sourcebook 144 pg hardback campaign-companion that details ship systems, new starfighters, combat starships, transports, droids, repulsorlift vehicles, Imperial AT-STs, aliens & creatures, equipment, lightsabers, stormtroopers, Rebel bases, Imperial Garrisons, plus heroes and villains $45.00



STORMBRINGER — Chaosium

SCIENCE & SORCERY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books.

STORMBRINGER 4th Ed. Although the mechanics can get bloody at times, this is an excellent dark-fantasy RPG that is gaining a well-deserved reputation. The mechanics are based on the excellent Runequest system, but with Demon-based magic (with an Elemental version available soon). $40.00
Castle of Eyes The castle's ruling family, degenerate & embittered after a millenium of tragic conflict, face annihilation in a struggle for the throne. TBA
Elric! A new roleplaying game set in the Young Kingdoms, features a comprehensive combat system, more character-accessible cast-magic, & creature summoning upgades. About 96 pages?Due Jan? $35.00
Melnibone Elric ascends to the throne of Melnibone, a nation in decline, but still able to weild immense power. Includes new magic, pacts with elemental lords, the great dragons, & adventures. Due Feb? $40.00
Perils of the Young Kingdoms The power of Melnibone wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. With 5 adventures. $35.00
Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. $30.00
Sea Kings of the Purple Towns The Purple Towns is the centre of trade & commerce in the Young Kingdoms. Located literally in the middle of the world, this bustling port is an ideal haven for adventurers. Includes the elemental Churches of Air, Water & Gold, and four adventures. $35.00
Sorcerers of Pan Tang An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, and puissant magicks. Includes notes on history, society & character-generation, with regional maps, five adventures, plus a new Daemon magick system. 128 pages. $35.00

TALES OF THE FLOATING VAGABOND

SCI-FI? A bizarre cross-genre cocktail of low-brow humour, TOON-like insanity, and utter mayhem! A quick-play, low complexity RPG for energetic, zany players. By Avalon Hill.

TALES OF THE FLOATING VAGABOND Synopsis - the dregs of the multiverse converge on a disreputable stellar-pub to consume vast quantities of strange beverages. Contains all the necessary rules & campaign background, plus an adventure. Features time travel, spells & dimensional travel! $30.00
Adventure With No Name Someone's managed to go back in time and play around with history, the end result is Light Beer, and NOTHING else! Volunteers are required to screw around with the timestream to correct this disaster. This bizarre module seems to have everything in it except the kitchen sink! $30.00
Assault on Santa's Castle In the midst of the Floating Vagabond's Christmas party a quest is undertaken to find the Seven Deadly Santas and destroy them, and then find the real Santa. TBA
Bar Wars Captain Carnage and Ms. Missile tackle a bunch of cybernetic sociopaths intent on destroying all the bars in the galaxy! Includes appearances by ruthless pirates, cultists & assorted cyborgs. $30.00
Cosmic Paternity Suit Zeus wants his son Testosticles located and brought to trial to face a suit brought against him by an anonymous defendant from the Ninth Circle of Fire. TBA
Hypercad 54 Where Are You? New rules for Time Police characters, with 5 short adventures. TBA
In Cold Milk: The Cereal Killer Someone is oput to kill Licenseworld's breakfast cereal spokes-characters, and they aren't about to stop until every last cartoon toucan, rabbit & leprechaun is dead! TBA
The Reich Stuff In 1936 Einstein is kidnapped by Nazis and forced to work on their space program. Intrepid adventurers, steins in hand, must free him and destroy everything that looks like a rocket. $30.00
Weirder Tales From the Floating Vagabond: A Space Opera The plot synopsis I've just read makes no sense at all, so I'll just contine typing away at my keyboard until I start to run out of space... TBA
Time Police Due Dec. More details next time. $30.00

TEENAGE MUTANT NINJA TURTLES

SCI-FI OK kids - you've seen the TV series, read the comics, bought the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the RPG!

TEENAGE MUTANT NINJA TURTLES 112 page softcover book containing all the necessary rules & background, plus mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures! Produced by Palladium. $30.00
Accessory Pack Includes two 'tri-fold' game shields packed with game charts and tables, a 24 page adventure and a quick mutant-animal villain generator. $30.00
After the Bomb 48 page post-holocaust sourcebook with details on new characters, the Empire of Humanity , regional encounters, new weapons & equipment, plus six adventures. $16.00
Mutants Down Under Aussie guidebook, covering Tassieland, Bananaland, Westralia, etc. Includes new skills, psionics & mutations, riding insects, airship rules, the Dreamtime Lands & 4 adventures. $16.00
Mutants in Avalon Features 18 new mutant animals, plus rules for Druids and magic. With adventures and a guide to post-Holocaust Britain and its new kingdoms. $22.00
Mutants in Orbit Combines After the Bomb & Rifts - detailing killer satellites, robots, mutant space animals, transdimensional alternate realty, and other big words that make you sound intelligent! $25.00
Mutants of the Yucatan A South American sourcebook featuring new mutant characters, jungle skills, primative tribes, Gene-Molded Cats and details on the regional Empire of Humanity. $16.00
Ninjas & Superspies Complete RPG that is also a TMNT accessory. 176 pages with skill programs, insanity, 17 character classes, cybernetics, 41 martial arts styles with powers, modern weapons, etc.$35.00
Road Hogs Four post-holocaust Mutant Mad Max-style road adventures. Includes new critters, vehicle rules, post-Holocaust economics, new equipment and background data. $18.00
TMNT Adventures With five adventures, optional rules for characters and super-powered animals, plus seven death traps & seven challenges for seven ninja Player Characters! 48 pages. $16.00
Transdimentional T.M.N.T. Time travelling rules with new mutants & skills, magic, dinosaur, Historical Twists, Temporal Mishaps, Dimensional Strangeness, Time Lords & 3 adventures. 112 pages. $25.00
Truckin' Turtles Seven adventures, features a supervillain & the Fast-Food Burger Being! $16.00
Turtles Go Hollywood Nine adventures that combine to form an epic Hollywood campaign. $16.00
Turtle's Guide to the Universe New rules for the construction of air vehicles, with combat mechanics, extra skills, strange aliens, a star map, a comic strip, and four adentures. 48 pages. $16.00

TORG — West End

SCIENCE & SORCERY Earth is invaded by hostile entities, each with a legion of minions and their host realities. A hellish jigsaw of warped realms thus disfigure the world.

TORG Box set with a 144 page rulebook, a 48 page Adventure Book, an 80 page Worldbook, and 150 action-drama cards to spice up combat. This is roleplay based on dramatic, exuberant participation. $60.00
Central Valley Gate A Californian town has held at bay persistent attacks by the Living Land, Nippon Tech & Tharkold realms, now occult Wizards from Orrorsh have added a Gate to their problems. $25.00
Creatures of Aysle An illustrated bestiary of 60 besties from the fantasy realm, deadly denizens and myths made flesh. 128 pages, including Black Unicorns, Detrimentals, Possibility Leeches, et al. $27.00

Character Template Book A collection of pre-generated characters. **TBA**
Creatures of Orrorsh A morbid menagerie of foul creatures from the horror realm, includes the Bad Dream, Feral Furs, Headless Shrieker, Killjoys, the Rotary Mower of Doom, Screaming Blue Murder, Possessed Marsupials, Sewer Tendrils, Skull Worms & the Teddy Bear of Doom! 128 pages. **$35.00**
Crucible of Pain Storm Knights battle their way through mini-versions of the six major realms, trying to save a core-Earth girl from a sadistic scientist's experiments. **$27.00**
Cyberpapcy Sourcebook Details the realm in France that is ruled by a false Pope of cybernetics. Features data on the cruel Inquisition, the Cyberpriests, the GodNet, and the sinister Church Police. **$40.00**
Cylent Scream and Other Tales Six separate and complete adventures, each set in a different realm - the Cyberpapacy, Orrorshan, Nippon, Living Land, Aysle and the Nile Empire. **$25.00**
(The) **Delphi Council Worldbook Vol. 1** The Near Now of Core Earth, Storm Knights and Delphi partisans must stop the High Lords from stripping the world of its precious possibilites. Due Jan. **$40.00**
(The) **Destiny Map** First module in the Relics of Power trilogy. An artifact of great power must be retrieved from an archeological dig in the Living Land. **$25.00**
Forever City An artifact must be stolen from its guardians and taken to a ruin in the Tibetan mounts. This adventure pits the players against cyberknights, gods, and a hideous agent from the 5th realm. **$18.00**
Full Moon Draw and Other Adventure Six 10-page adventures set in various realms. **$27.00**
Gaunt Man Returns A super-adventure that involves the Illmound Keep, a Nile archaeological dig, and other places of dread that all lead to a confrontation with a powerful Orrorshan nightmare. **TBA**
Godnet Enter the Holy Inquisition's cyberspace Matrix - the Cyberpapacy's telecommunications network. An extra dimensional realm of neon data where cyberdeck programs are the keys to power. **$20.00**
High Lord of Earth Earth's Darkness Device has been discovered. Storm Knights must face ritual murderers, cultists, dark gods, and their desires as a new Lord tries to join the Possibility Raiders. **$27.00**
Infiverse Update Reveals TORG history since the invasion. Features realm updates, new stelae maps, dispatches, rumors, 2 mini-adventures, plus new character templates. 128 pages. **$35.00**
Kanawa Personal Weapons The Kanawa Corp's Arms Division makes sure Storm Knights outgun their enemies, no matter what! A 33 page catalogue of man-portable destruction. **$27.00**
Kanawa Heavy Weapons Hachiman Arms Division catalogue - covering everything from Aylish steam cannons & 110-ton breech-lock naval guns, to brutal fuel-air bombs & gatling lasers. **$27.00**
Kanawa Land Vehicles Details on everything from cabs & hovercraft, to tanks & trucks. **$22.00**
(The) **Land Below** Trapped within the Earth's core there exists a pocket realm, a vast confusing labyrinth wherein prowls twisted creatures, and where resides the powerful Eternity Shard. **$35.00**
Los Angeles Citybook The City of Angles has become an unwilling host to Tharkold technodemons and Nippon Ninja. 128 pages, detailing locations, templates, adventure hook, & a risque cover. **$35.00**
Nile Empire Sourcebook The Pharaoh Dr. Mobius is the High Lord of pulp reality. The Middle East and Africa conceal his sinister plots, dark agents and ruthless villains. **$35.00**
Nippon Tech Sourcebook The mysterious, secretive realm of Nippon is protected by its vast wealth, futuristic technology, plus an army of high-tech samurai & ninja. 128 pages. **$40.00**
Operation: Hard Sell The realms of Nippon Tech and Baruk Kaah's primative Living Land struggle for ultimate control of America's West Coast. **$25.00**
Orrorsh Sourcebook Details the Gaunt Man's cosm; an occult realm of nightmare where horrors beyond imagining slither through the haunted night, and fear is power! **$40.00**
Pixaud's Practical Grimore A 96 page supplement that features 150 new spell descriptions, a revised magicks system, a comprehensive spell index, plus practical tips for both players & GMs. **$30.00**
Ravagons Describes the Gaunt Man's awesome lieutenants - winged reptilian creatures from a dying world battered by volcanos & constant storms, who are able to steal precious possibility energy. **$30.00**
Space Gods The South American cosm is realm to the Akashans and the highest tech level of all realities - but these space gods have also unleashed their own dire nemesis, the Comaghaz plague. Includes rules for bio-technology, psionics, reality mechanics plus new critters and PC templates. **$40.00**
Storm Knights' Guide to the Possibility Wars Features an extended background generation system plus new spells, abilities, spells, miracles, equipment, eternity shards, etc. 96 pages. **$30.00**
Temple of Rec Stalek In the Near Now realm edeinos & undead stalk humans for sacrifices to appease the newly risen edeinos god of death, who in turn must slay the High Lord Baruk Kaah. **$25.00**
Tharkold Sourcebook The demonic Tharkoldu created in Los Angeles a techno-horror realm. With rules for technomagic, occultech, nanovirus resurrection, gangslaves, & new creatures. 144 pages. **$40.00**
Queenswrath The Queen of Aysle seeks assistance from some heroic Storm Knights to help her in a difficult quest against the Cyberpapcy and the evil Lord Uthorion. **$20.00**
When Axioms Collide The invader realms now turn on one another, and an Orrorsham Nightmare seizes control of a portion of the Godnet to use it against the Cyberpapacy itself. Due Dec. **$25.00**

TWILIGHT 2000 — GDW

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins.

TWILIGHT 2000 2nd Edition boxed set. Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. **$60.00**
TWILIGHT 2000 2nd Edtion rulebook. Characters can be any nationality and have non-military backgrounds. The whole global environment has become more chaotic and fragmented. 280 pages. **$45.00**
American Combat Vehicle Handbook 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3 **$25.00**
Bangkok 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organisations and more. Includes adventures. **$25.00**
Castle by the Sea A deep penetration rescue mission is undertaken to retrieve a cache of stolen weapons, and save a kidnapped Warlord's daughter from a gang of thugs holed up in an old fortress. **$10.00**
(The) **Gazetteer** Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. **$25.00**
Heavy Weapons of the World Illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, rockets, air defense systems, special weapons, and more. **$25.00**
Infantry Weapons of the World Covers 220 different weapons (from WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. **$27.00**
Merc: 2000 A complete, variant-history RPG where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. Includes character generation, global politics, weapons, and more. **$30.00**
NATO Vehicle Guide Exstensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organisation after the war. **$25.00**
Nautical & Aviation Handbook Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. **$27.00**
Operation Crouching Dragon An adventure set on an island in the South China Sea. **TBA**
Referee's Screen Standard product - a DM's prop with lots of important-looking charts & tables. **$14.00**
Return to Warsaw The bickering communities of this shattered city must once again face the spectre of occupation as the Black Baron returns with a new bandit army. **$12.00**
Soviet Combat Vehicle handbook A 104 page guide to Russia's vast military arsenal, this includes everything from MBT's, APC's, giant hovercraft, SP artillery, missile launchers, etc. **$25.00**
Special Operations Handbook Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. **$25.00**
Twilight Nightmares 10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with biotechnologically resurrected dinosaurs, and more! 104 pages. **$27.00**
White Eagle Poland is being torn asunder by a megalomanical military dictator, greedy mercantile profiteers and the excesses of the People's Army. The fate of this nation hangs in the balance. **$12.00**

VAMPIRE — White Wolf

HORROR A storytelling game where the character's personalities and their interaction with the environment take precedence over the rules, allowing the drama to dominate.

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kenetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary! **$55.00**
Alien Hunger A jumpstart kit designed to give beginning characters a quicker start. Includes an adventure based on the transformation from human to vampire, and a guide to gothic-punk Denver. **$22.00**
Ashes to Ashes Ordered by Modius, the Prince of Gary, to present themselves to Lodin, Prince of Chicago, a group of neonates find themselves shoved headlong into a maelstrom of Kindred Intrigue. Includes an advanced Storytelling concept - the Villain's Flashback, to accentuate theme & mood. **$22.00**
Awakening: Diablerie Mexico Lying deep in torpor beneath the mayan tombs is a most-ancient Methuselah. Sleeping away the ages until his time to arise, unless the Kindred get his essence first. **$22.00**
A World of Darkness Explores those places where the light of reason & hope has never intruded - from the notorious Vampire Club in San Francisco to the Lost Valley of Kings in Jordan. Features expanded information on Vampires of Asia, & source material on a mysterious hidden sect of ancient power. **$30.00**
Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. **$18.00**
Chicago by Night A campaign accessory exploring this divided city that teeters on the edge of chaos. Includes Kindred NPC descriptions, maps, character interaction charts, & over 100 encounters. **$25.00**
Children of the Inquisition From the flames of the Inquisition sprang two waring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. **$35.00**
Clan Book: Brujah Covers Clan history, leaders, legends & how to create characters. **$22.00**
Milwaukee by Night Details this city where the Anubi's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pages. **$25.00**
Mummy Rules for Mummy characters, including powerful sorceries, a new system of immortality, unique strengths/weaknesses, & a story. They continue their battles as the gods themselves have decreed. **$27.00**
Player's Guide Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. **$30.00**
Player's Guide to the Sabbat Due Dec. **$30.00**
San Francisco by Night Due Dec. **$30.00**
Storyteller's Handbook Includes chapters on perfecting the Storytelling art, how to handle settings, Chromicles set in the past & future, new Bloodlines & foes, plus additional rules for magic, flight, etc. **$35.00**
Storyteller's Screen Includes a 16 page story-adventure: Blood at Dawn. **$20.00**
The Hunters Hunted Details the mortal hunter organisations who seek to destroy Vampires, or offers a Hunters Chronicle with the players fighting off the Undead. With new rules for Faith & magic. **$22.00**
The Succubus Club Details the most notorious, extravagant nightspot in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. **$35.00**
Unveiling the Masquerade New material & summaries for current players & newcomers. **$16.00**

WARHAMMER RPG — Games Workshop

FANTASY A gothic world based on mediaeval Europe, but with a dark fantasy background. Chaos stalks society, corrupting whoever has the misfortune to face it.

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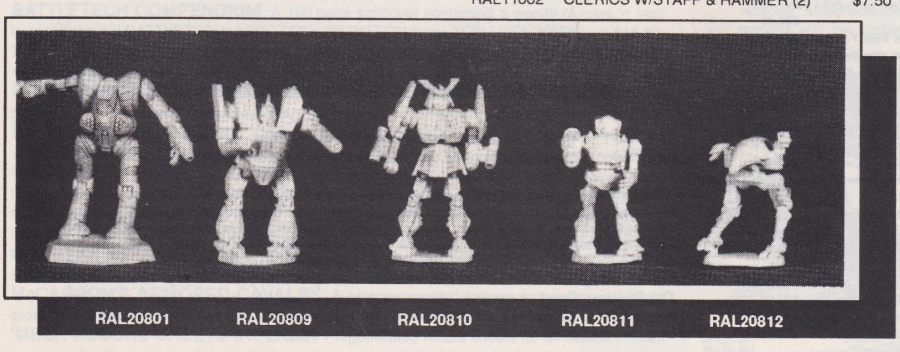

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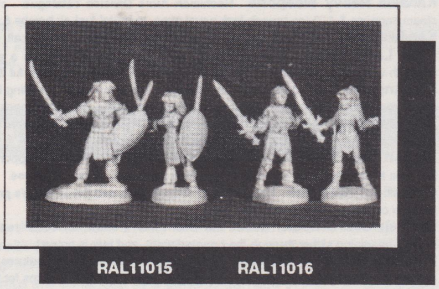

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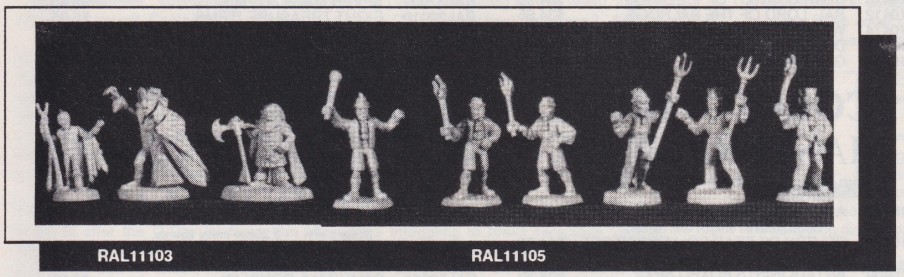

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FANTASY

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RAL01401	WHITE WIZARD	$10.95
RAL01402	CARN, WARRIOR/MAGE	$11.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	$11.95
RAL01404	LEONARA, WARRIOR CHAMPION	$11.95
RAL01405	CZARCHON, WITCH KING	$10.95
RAL01406	EVIL SUPERHERO W/AXE & SHLD	$11.95
RAL01407	PALADIN MTD W/SWORD & SHLD	$11.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	$11.95
RAL01503	GREAT RED DRAGON	$99.95
RAL01601	DWARF CHAMPION W/SWORD (1)	$3.50
RAL01602	ORC KING W/SWORD (1)	$3.50
RAL01603	NECROMANCER W/WAND (1)	$3.50
RAL01605	GNOME MASTER THIEF W/SWRD (1)	$3.50

3-STAGE CHARACTERS

Each with 3 25mm metal figures, representing low, mid, and high character class.

RAL01315	FIGHTER PLAYER CHARACTER (3)	$9.95
RAL01316	RANGER PLAYER CHARACTER (3)	$9.95
RAL01317	MAGIC USER PLAYER CHARACTER(3)	$9.95
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$9.95
RAL01319	ELF THIEF PLAYER CHARACTER (3)	$9.95
RAL01320	PALADIN PLAYER CHARACTER (3)	$9.95
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$9.95
RAL01322	BARBARIAN PLAYER CHARACTER (3)	$9.95
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$9.95
RAL01324	ELF FIGHTER (3 STAGE) (3)	$9.95
RAL01325	DRUID (3 STAGE) (3)	$9.95
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$9.95
RAL01328	ANTI-PALADIN (3)	$9.95
RAL01329	ELF FIGHTER/MAGE (3)	$10.95
RAL01330	FIGHTER W/AXE (3)	$9.95
RAL01331	ILLUSIONISTS (3)	$9.95
RAL01332	FEMALE FIGHTERS (3)	$9.95
RAL01333	WIZARD MAGE W/STAFF (3)	$9.95
RAL01334	GNOME ILLUSIONIST (3)	$9.95
RAL01335	ANTI-HERO (3)	$9.95
RAL01336	NINJA PLAYER CHARACTER (3)	$9.95
RAL01337	FEMALE MAGIC USER (3)	$9.95
RAL01338	EVIL SHAMAN PLAYER CHARACTER 3	$9.95
RAL01339	DROW ELF PLAYER CHARACTER (3)	$9.95

FANTASY ARMY PACKS

Blisters with 4 - 6 foot or 2 - 3 cavalry.

RAL02002	WOOD ELF W/BOW & SWORD	$13.95
RAL02003	WOOD ELF FIRING BOW	$13.95
RAL02004	WOOD ELF W/PIKE	$13.95
RAL02005	WOOD ELF CAVALRY W/SPEAR	$12.95
RAL02006	SEA ELF W/PIKE	$13.95
RAL02007	SEA ELF ADVANCING	$13.95
RAL02009	HIGH ELF W/AXE	$13.95
RAL02014	HIGH ELF FIRING BOW (6)	$13.95
RAL02015	HIGH ELF CAVALRY WITH SWORD (3	$13.95
RAL02016	HIGH ELF CAVALRY W/SWORD	$13.95
RAL02017	STAR BROWS SELECT	$13.95
RAL02018	STAR BROWS SELECT COMMAND	$13.95
RAL02020	ELF CHARIOT	$29.95
RAL02021	DEEP ELF FIRING BOW	$11.95
RAL02023	DEEP ELF W/HALBERD	$11.95
RAL02025	DEEP ELF CAVALRY W/LANCE	$12.95
RAL02029	MOUNTED HALFLINGS (4)	$13.95
RAL02030	DWARVENENGINEERS(6)	DueNov
RAL02031	DWARVEN AXEMEN (6)	$12.95
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$13.95
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$12.95
RAL02034	DWARVENCAVALRY(3)	DueNov
RAL02035	DWARVENARQUEBUSIERS(6)	DueNov
RAL02036	DWARF W/HAMMER (6)	$12.95
RAL02037	DWARVEN SWORDSMEN (6)	$12.95
RAL02038	DWARF W/CROSSBOW (6)	$12.95
RAL02039	DWARVEN COMMAND (4)	$12.95
RAL02040	SKELETON COMMAND	$13.95
RAL02041	MOUNTED SKELETON KNIGHT	$13.95
RAL02042	SKELETAL KNIGHT	$12.95
RAL02043	SKELETAL ARCHERS	$13.95
RAL02044	ASSTD SKELETAL MELEE TROOPS	$13.95
RAL02045	DEALERS OF DEVASTATION	$13.95
RAL02046	DEALERS OF DEVASTATION COMMAND	$12.95
RAL02050	MIXED IMP SKIRMISHERS	$12.95
RAL02055	RATLING SKIRMSIHERS (6)	$12.95
RAL02056	RATLING ASSAULT TROOPS (6)	$12.95
RAL02057	RATLING COMMAND (6)	$12.95
RAL02058	FANGS OF FURY	$12.95
RAL02059	FANGS OF FURY COMMAND	$12.95
RAL02062	LESSER ORC ARCHERS	$12.95
RAL02065	LESSER ORC MELEE TROOPS	$13.95
RAL02070	MIXED ORC SPEARMEN	$13.95

RAL02072 RAL02073

RAL02072	MIXED ORC SWORDMEN	$13.95
RAL02073	KORGS KILLERS (6 ORCS)	$13.95
RAL02077	ORC ARCHERS	$13.95
RAL02078	WAR MACHINE	$49.95
RAL02079	ORC COMMAND GROUP	$12.95
RAL02093	WOLF RIDERS MIXED	$13.95
RAL02094	WOLF RIDERS & WOLF	$12.95
RAL02095	CENTAUR SKIRMISHERS	$12.95
RAL02097	STEEL WIND CENTAURS	$13.95
RAL02098	ARMORED CENTAURS	$13.95
RAL02103	CHAOTIC WARRIORS (6)	$12.95
RAL02104	WARRIORS OF CHAOS(6)	$12.95
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	$12.95
RAL02106	CHAOS WARRIOR CAVALRY (3)	$12.95
RAL02107	CHAOS PIKEMEN (6)	$12.95
RAL02130	DAE-SHIRU COMMAND	$12.95
RAL02131	DAE-SHIRU SKIRMISHERS	$12.95
RAL02132	DAE-SHIRU REGULARS	$12.95

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	$3.50
RAL02211	HIGH ELF ADVANCING	$3.50
RAL02214	HIGH ELF FIRING BOW (1)	$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	$3.50
RAL02228	HALFINGS W/AXES & SWORDS	$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	$3.50
RAL02302	PALADIN W/GREATSWORD	$3.50
RAL02303	RANGER IN MAIL W/BOW	$3.50
RAL02304	CHAOTIC WARRIOR W/GREATSWORD	$3.50
RAL02305	CHARGING FIGHTER	$3.50
RAL02307	HEROIC KNIGHT	$3.50

RAL01328 RAL01329 RAL01333

RAL02308	FIGHER WITH LONGBOW	$3.50
RAL02309	ANTI-HERO W/AXE	$3.50
RAL02311	CAVALIER KNIGHT	$3.50

RAL02312	WARRIOR LORD	$3.50
RAL02331	MASTER THIEF	$3.50
RAL02332	BRIGAND THIEF	$3.50
RAL02333	ACROBATIC THIEF	$3.50
RAL02334	CLOAKED ASSASSIN	$3.50
RAL02335	NINJA ASSASSIN	$3.50
RAL02352	ADVENTURER WIZARD	$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	$3.50
RAL02371	CLERIC W/BALL & CHAIN	$3.50
RAL02373	DRUID	$3.50
RAL02375	INQUISITOR W/SWORD OF JUSTICE	$3.50
RAL02376	FEMALE CLERIC	$3.50
RAL02391	BARD	$3.50
RAL12001	ALL AMERICAN FIGHTERS (12 types)	$3.50
RAL12011	ALL AMERICAN NEW ORCS (12 types)	$3.50
RAL12020	WIZARD ALL AMERICAN (12 types)	$3.50
RAL12030	UNDEAD ALL AMERICAN (12 types)	$3.50
RAL12040	ALL AMERICAN DWARVES (12 types)	$3.50
RAL12050	ALL AMERICAN ELVES (12 types)	$3.50

FANTASY MONSTERS

Blisters with 1 or () 25mm scale metal figures.

RAL02401	GREAT FIRE DRAGON	$19.95
RAL02403	WERETIGER	$3.50
RAL02404	GARGOYLE	$5.00
RAL02405	DEMON	$5.50
RAL02406	ARMORED MINOTAUR W/SPEAR	$5.50
RAL02407	HELL HOUNDS (3)	$9.95
RAL02408	LION CENTAURS	$9.95
RAL02412	RATLINGS	$12.95
RAL02415	TROLLS	$12.95
RAL02416	ARMORED OGRES	$11.95
RAL02417	TREE SHEPHERD	$19.95

FANTASY BAD GUYS

Each with 1 - 4 25mm metal figures.

RAL02901	HYDRA SMALL	$10.95
RAL02902	FEMALE GIANT	$10.95
RAL02903	ARMORED CENTAURS (MALE & FEML)	$10.95
RAL02908	MANTICORE	$9.95
RAL02909	UNICORN	$6.50
RAL02911	ATTACK DOGS	$7.00
RAL02912	GIANT RATS	$7.50
RAL02922	GNOMES	$10.95
RAL02927	FEMALE WARRIORS	$9.95
RAL02928	WYVERN	$12.95
RAL02931	FIGHTING PALADIN	$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	$3.50
RAL02933	HALF ELF CHAMPION	$3.50
RAL02934	BARBARIAN GIANT	$12.95
RAL02936	ARMORED MINOTAUR W/SWORD	$9.00
RAL02937	FIGHTING PEGASUS	$9.95
RAL02938	SKELETON WARRIORS	$11.95
RAL02939	GNOLL CHAMPION W/HENCHBEASTS	$9.95
RAL02940	SKELETAL GIANT	$12.95
RAL02941	CHAOTIC WAR DRAGON & RIDER	$19.95
RAL02942	BARBARIANS (3)	$9.95
RAL02943	ARMORED OGRE	$8.95
RAL02944	DRAGONMEN	$10.95
RAL02945	SABRETOOTH	$4.95
RAL02948	ARCHERS (3)	$9.95
RAL02949	GREY WIZARD	$3.50
RAL02950	UNDEAD NINJA	$3.50
RAL02951	KI-RIN	$6.50
RAL02952	SKELETAL BEASTMEN (4)	$12.95
RAL02953	WARCAT W/GNOLL RIDER	$8.50
RAL02954	WINGED DEMON LORD	$12.95
RAL02955	EVIL DRAGON	$19.95
RAL02956	GIANT MINOTAUR/BEASTMAN	$13.95
RAL02957	HOBGOBLINS (4)	$13.95
RAL02958	FAMILIARS (MULTIPLE)	$3.50
RAL02959	FEMALE ADVENTURERS (3)	$9.95
RAL02960	HOBGOBLIN BOAR & RIDERS	$13.95
RAL02961	GOATMEN	$13.95
RAL02962	COCKATRICE	$3.50
RAL02963	FEMALE MAGIC USERS	$9.95
RAL02964	HIPPOGRIFF	$9.95
RAL02965	MOUNTED SPECTRE	$8.95
RAL02966	HALF ELF ADVENTURER	$11.95
RAL02967	BALROG	$11.95
RAL02968	CENTAUR ADVENTURERS MALE & FEM	$10.95
RAL02969	FEMALE PALADIN & ARMRD UNICORN	$10.95

FANTASY BOXED SETS

With 1 or () 25mm scale figures.

RAL01083	WAR DRAGON BOXED	$22.50
RAL01084	EVIL LORD BOXED	$22.50
RAL01086	WINGED BEAST	$12.95
RAL01094	GOLDEN DRAGON	$34.95
RAL10200	NINJA	$18.00
RAL10210	GUARDIAN DRAGON	$24.95
RAL10211	SILVER DRAGON	$24.95
RAL10212	ROGON, BALROG DRAGON	$24.95
RAL10308	HIGH CHIVALRY	$26.95
RAL10309	SKELETAL LEGIONS OF LICHE KING	$26.95
RAL10310	SILVER AND STEEL (10 FEMALES)	$34.95
RAL10410	BEAR CHARIOT OF ICELANDS	$34.95
RAL10412	RAL, LORD OF THE BALROGS	$34.95
RAL10414	WARLORDS	$26.95
RAL10416	DUELING DRAGONS	$44.95
RAL10418	GRIFFIN CHARIOT	$44.95

COLLECTORS' MASTERPIECES

High quality boxed sets with 25mm scale figures.

RAL10419	ARMORED DRAGON BOXED SET	$34.95
	Mega armored dragon with lancer.	
RAL10420	CLUTCH OF FEAR COLLECTOR SET	$44.95
	Dragon about to eat 2 thieves stealing her eggs.	
RAL10450	ANTAGONISTS BOXED SET	$59.95
	Evil warlord on black dragon verses a good sorceress on a pegasus.	
RAL10451	BRIDGE OF SORROWS	$69.95
	A brilliant set with a centaur & mage on a bridge, having an in-depth conversation with a dragon clutching a princess.	
RAL10460	BLACK DRAGON OF FIRE & DARKNES	$34.95
RAL10461	FEARLESS FROST DRAGON	$34.95
RAL10462	RIDING THE WIND TO VALHALLA	$49.95
	Dwarves with gatling X-bows mounted on a dragon.	
RAL10463	T-CHAR DRAGON OF FIRE,FURY,DOM	$49.95
RAL10464	NIDDHOGG THE WYRM	$44.95

WEIRD FANTASY

Blisters with 1 o () 25mm metal figures.

RAL23601	KINDLY OLD WIZARD	$3.50
RAL23602	AERIAL SERVANT	$3.50
RAL23603	COMPLETE ADVENTURER	$3.50
RAL23604	SPACED-OUT DRUID	$3.50
RAL23605	DWARF W/INFERIORITY COMPLEX	$3.50
RAL23606	GRATEFUL UNDEAD (4)	$11.95
RAL23607	SAMURAI NIGHT FEVER	$3.50
RAL23611	DWARF WITH NO NAME	$3.50
RAL23614	ZOID, THE BARBARIAN PINHEAD	$4.95
RAL23615	RUMBLUNDER, COMPLETE WARRIOR	$3.50
RAL23616	KING OF THE BARDS	$3.50
RAL23617	DOOM BUNNY	$3.50
RAL23619	REYNARD THE ROGUE	$3.50
RAL23620	GROAN OF SPARE KATANA	$3.50
RAL23621	DWARF WITH RUNE-SPANNER	$3.50

RAL PARTHA IMPORTS

Blisters with 1 or () 25mm metal figures .

RAL31001	LORD OF DARKNESS	$4.95
RAL31002	WRAITH RIDER ON WINGED MOUNT	$11.95
RAL31003	GHOST	$3.50
RAL31004	GHOUL	$3.50
RAL31005	MINOTAUR	$4.95
RAL31006	WEREWOLF	$3.50
RAL31007	ZOMBIE	$3.50
RAL31008	MEDUSA	$3.50
RAL31009	MUMMY	$3.50
RAL31010	MIND SLAYER	$3.50
RAL31011	BRUISE BROTHERS	$9.95
RAL31012	GIANT HALF TROLL CHAMPION	$11.95
RAL31015	SLAYAI, EVIL HIGH SORCERESS	$3.50
RAL31016	DRUID & BEAR	$7.50
RAL31017	DEMON BEAST	$13.95
RAL31018	SCREAMING OGRE W/TREE STUMP	$7.50
RAL31019	HORNED CYCLOPS	$7.50
RAL31020	WERERAT	$3.50
RAL31021	EAGLE	$6.50
RAL31022	WRAITH W/FLAMING SWORD	$3.50
RAL31023	LIZARD MEN (3)	$9.95
RAL31024	GREATER ANIMALS (6)	$14.95
RAL31025	LESSER ANIMALS (7)	$14.95
RAL31026	WYVERN	$12.95
RAL31027	UNICORN	$5.95
RAL31028	ARMORED CLOUD GIANT	$14.95
RAL31029	ARMORED OGRES OF DOOM	$13.95
RAL31030	HUNTRESS AND HUNTER DRAGON	$11.95
RAL32003	ROBIN HOOD	$3.50
RAL32004	SOOTHSAYER	$3.50
RAL32005	WHITE KNIGHT	$3.50
RAL32006	BLACK KNIGHT	$3.50
RAL32009	SEVEN MAGIC ITEMS	$8.50
RAL32010	EIGHT TREASURE ITEMS	$5.95
RAL32011	SINBAD	$3.50
RAL32014	WARRIOR MONKS	$9.95
RAL32016	GLADIATORS	$7.50
RAL32017	IVEA - BATTLE QUEEN & WARWOLF	$6.95
RAL32018	LOENAR & ORIK MASTER THIEVES	$9.00
RAL36101	SHOGUN SKELETON LORD	$3.50
RAL36102	GRIM REAPER	$3.50
RAL36103	LEGION OF HELL STANDARD BEARER	$3.50
RAL36104	SKELETON RIDER ON HORSE OF HELL	$7.50

BUSHIDO RANGE

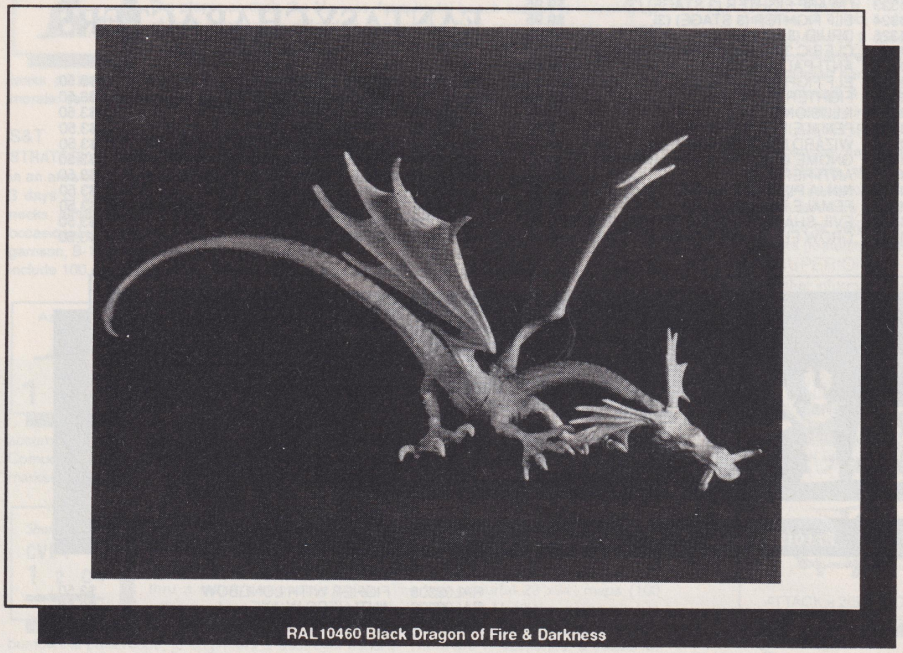
Blisters with 1 - 3 25mm metal figures.

RAL53775	MOUNTED SAMURAI	$12.95
RAL53901	SAMURAI & RONIN (3)	$9.95
RAL53902	SAMUARI BUSHI (3)	$9.95
RAL53903	NINJA (3)	$9.95
RAL53904	BUDOKA & YAKUZA (3)	$9.95
RAL53905	ORIENTAL FEMALE ADVENTURERS 3	$9.95
RAL53906	GAKUSHO & SHUGENJA MAGICIANS 3	$9.95
RAL53907	TENGU (3)	$9.95
RAL53908	ONI DEMONS (3)	$9.95
RAL53909	KAPPA (3)	$9.95
RAL53910	SHIKOME (3)	$7.95
RAL53911	DAI-BAKEMONO (1)	$9.95
RAL53912	DAI-ONI (1)	$10.95
RAL53913	ARMORED NINJA (3)	$9.95
RAL53914	NINJA W/GIMMICK WEAPONS (3)	$9.95
RAL53915	ARMORED SAMURAI (3)	$9.95
RAL53916	SAMURAI ADVENTURERS (3)	$9.95
RAL53917	TATSU DRAGON	$16.50
RAL53918	MUKADE CENTIPEDE	$11.95

FANTASY ADVENTURERS

Blisters with 1 25mm metal figures.

RAL61004	SNEAK THIEF WITH DAGGER	$3.50
RAL61006	BARD W/SWORD & LUTE	$3.50
RAL61007	MONK W/STAFF	$3.50
RAL61008	RANGER W/SWORD & BOW	$3.50
RAL61009	BARBARIAN CHOPPING W/2H SWORD	$3.50
RAL61010	PALADIN W/SWORD	$3.50
RAL61011	ILLUSIONIST W/STAFF	$3.50
RAL61012	NINJA ASSASSIN W/SWORD	$3.50
RAL61014	ELVEN HERO W/SWORD	$3.50
RAL61016	FEMALE WIZARD W/DAGGER & STAFF	$3.50
RAL61017	FEMALE THIEF W/DAGGER & SACK	$3.50
RAL61018	FEMALE CLERIC W/MACE	$3.50
RAL61019	FEMALE FIGHTER W/TRIANGLE SHLD	$3.50
RAL61020	HOURI W/DAGGER	$3.50
RAL61021	EVIL WIZARD W/SERPENT STAFF	$3.50
RAL61022	EVIL CLERIC	$3.50
RAL61023	EVIL PRINCESS	$3.50
RAL61026	FIGHTER W/CHAINMAIL	$3.50
RAL61027	AMAZON W/SWORD	$3.50
RAL61029	DWARF CHAMPION W/AXE	$3.50
RAL61030	FEMALE RANGER	$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	$3.50
RAL61034	GNOME WARRIOR THIEF	$3.50
RAL61038	NINJA PERSONALITY W/SWORD	$3.50
RAL61042	FEMALE PALADIN IN PLATE W/MACE	$3.50
RAL61043	BARBARIAN HEROINE W/SWORD	$3.50
RAL61046	MAILED WARRIOR W/DUNGEON APPRL	$3.50
RAL61047	SORCERESS IN DUNGEON ATTIRE	$3.50
RAL61048	SWASHBUCKLER THIEF	$3.50
RAL61050	THIEF W/LONGSWORD IN AMBUSH	$3.50
RAL61051	FEMALE DUELLIST W/2 SWORDS	$3.50
RAL61052	DUELLIST W/2 SWORDS	$3.50
RAL61053	TORQUEMADA, CHAOS CONQUEROR	$3.50
RAL61054	ZORA, GYPSY SORCERER	$3.50
RAL61055	BRAN MAC, KING OF THE PICTS	$3.50
RAL61056	BAL, LORD HIGH EXECUTIONER	$3.50
RAL61057	BELINDA, KNIGHT OF LIGHT	$3.50
RAL61058	DARLENE, WARRIORESS OF LIGHT	$3.50
RAL61059	MELORIAN, RADIANT ADVENTURESS	$3.50
RAL61065	CHAOTIC BARBARIAN ATTILA	$3.50
RAL61066	HERCULES	$3.50
RAL61067	HEROIC WIZARD	$3.50
RAL61068	QUEEN OF EVIL	$3.50
RAL61069	JUNGLE LORD	$3.50
RAL61070	GALLINIR ELF KNIGHT	$3.50
RAL61071	OBESS THE EXTREMELY ROTUND	$3.50
RAL61072	SHOKMEISTER DWARF STORMTROOPER	$3.50
RAL61073	ROEG BARABARIAN PRINCE	$3.50
RAL61074	ELLANA, DRAGONMISTRESS	$3.50
RAL61075	HOGAR ARMORED HALFLING	$3.50
RAL61076	KIERAN MALE PITFIGHTER	$3.50
RAL61077	KATARO FEMALE PITFIGHTER	$3.50
RAL61078	SARLON DARK ELF WARRIOR	$3.50
RAL61079	DENATALE YOUNG WANDERING WIZ	$3.50
RAL61080	SIR MICHAEL - BOLD CAVALIER	$3.50
RAL61081	CHI-LI YOUNG ENCHANTRESS	$3.50
RAL61082	DORNA WARRIOR QUEEN	$3.50
RAL61083	SURON-GYL DARK ELF PRINCESS	$3.50
RAL61084	NOEGU PITFIGHTER CHAMPION	$3.50
RAL61085	THORBAN DWARF CHAMPION	$3.50
RAL61086	LANAH, BARBARIAN PRINCESS	$3.50
RAL61087	ZACCAHRIUS CONNIVING CLERIC	$3.50
RAL61088	FREA KOOLBLADE SHIELD MAIDEN	$3.50
RAL61089	YOUNG PALADIN SIR GARTH	$3.50
RAL61090	ELF ADVENTURESS VIVANIA	$3.50
RAL61091	SAVAGE CHIEFTAIN MBONGA	$3.50
RAL61092	DRAGON SLAYER AMBERLYNN	$3.50
RAL61093	SWORDMISTRESS CIERA	$3.50
RAL61094	ENCHANTRESS ARIANNA MOONSHADOW	$3.50



RAL10460 Black Dragon of Fire & Darkness

RAL20504 RAL20508 RAL20509

RAL61095	ADVENTURING WIZARD ECHIBU	$3.50

SHADOWRUN

Blisters with () 25mm metal figures.

RAL10860	CORPORATE DRAGON & HUMAN IMAGE	$39.95
RAL20500	SHADOW RUNNERS (4)	$12.95
RAL20501	DECKERS (3)	$9.95
RAL20502	HUMAN STREET SAMURAI (3)	$9.95
RAL20503	MAGI (3)	$9.95
RAL20504	DEMI-HUMAN STREET SAMURAI (3)	$9.95
RAL20505	ELVES (4)	$12.95
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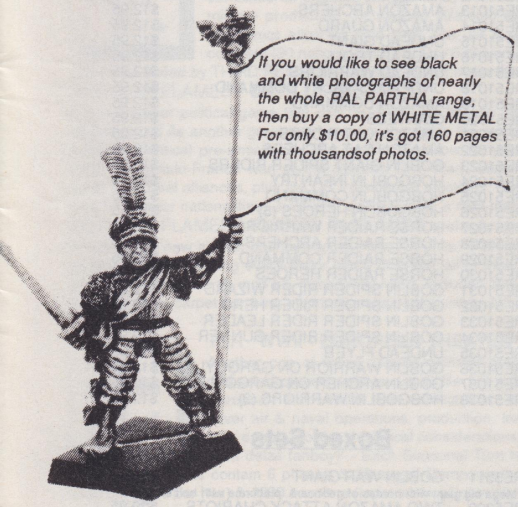

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GRE11 Undead Giant Cyclops

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GRE8127	FIGHTING CLERIC	$3.50
GRE8128	ELVEN RANGER	$3.50
GRE8129	DARK WIZARD	$3.50
GRE8130	ARMORED WARRIOR	$3.50
GRE8131	ROYAL PALADIN	$3.50
GRE8132	EVIL ARCHER	$3.50
GRE8133	DWARF WITH CROSSBOW	$3.50
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FANTASY WARRIORS I

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GRE905	BARBARIAN & COMPANIONS	$8.95
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GRE912	ORC WOLF RIDER	$8.95
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GRE919	GOBLIN ARCHERS	$8.95
GRE920	GOBLIN WARRRIORS	$8.95
GRE921	GOBLIN CHAMPIONS	$8.95
GRE922	BARBARIAN WARRIORS	$8.95
GRE923	BARBARIAN BERSERKERS	$8.95
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GRE935	DWARVEN SCOUTS	$8.95
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GRE938	TROLL WITH CUTTING WEAPONS	$8.95
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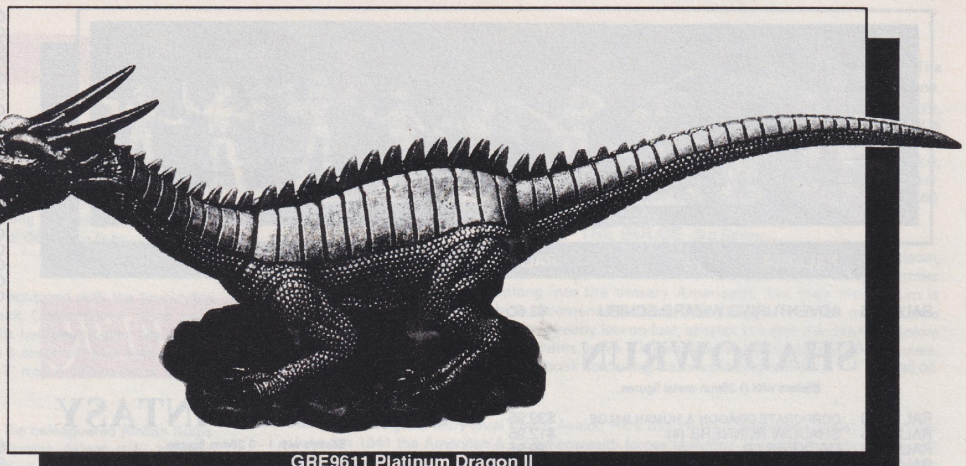

GRE9611 Platinum Dragon II

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GRE945	ORCS WITH SCIMITARS	$8.95
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GRE1415 Handgunners

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GRE503	DARK ELF CAVALRY	$12.95
GRE504	DARK ELF COMMAND	$12.95
GRE505	DARK ELVES W/ARQUEBOWS	$12.95
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GRE51001	UNDEAD W/HAND WEAPONS (5)	$12.95
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GRE51013	AMAZON ARCHERS	$12.95
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GRE51024	HOBGOBLIN INFANTRY	$12.95
GRE51025	HOBGOBLIN COMMAND	$12.95
GRE51026	HOBGOBLIN HEROES (5)	$12.95
GRE51027	HORSE RAIDER WARRIORS	$12.95
GRE51028	HORSE RAIDER ARCHERS	$12.95
GRE51029	HORSE RAIDER COMMAND	$12.95
GRE51030	HORSE RAIDER HEROES	$12.95
GRE51031	GOBLIN SPIDER RIDER WIZARD	$12.95
GRE51032	GOBLIN SPIDER RIDER HERO	$12.95
GRE51033	GOBLIN SPIDER RIDER LEADER	$12.95
GRE51034	GOBLIN SPIDER RIDER GUNNER	$12.95
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	Mega big giant with hordes of gobbos & platforms with bolt throwers	
GRE5302	TWO AMAZON ATTACK CHARIOTS	$29.95
GRE5401	JUGGERNAUT MONSTER & GOBBO RIDER	$39.95
GRE5901	ORCS (50 PLASTIC FIGURES)	$34.95
GRE5902	DWARVES (50 PLASTIC FIGURES)	$34.95

FANTASY WARRIORS INDIVIDUALS

Blisters with 1 25mm metal figure.

GRE5601	WITCH	$3.50
GRE5602	AMAZON WARCHIEF	$3.50
GRE5603	AMAZON BATTLELEADER	$3.50
GRE5604	ENCHANTRESS	$3.50
GRE5605	VALKYRIE	$3.50
GRE5606	WRAITH	$3.50
GRE5607	UNDEAD CHAMPION	$3.50
GRE5608	UNDEAD STANDARD BEARER	$3.50
GRE5609	WOOD ELF	$3.50
GRE5610	HIGH ELF	$3.50
GRE5611	BARBARIAN	$3.50
GRE5612	FIGHTING MAN	$3.50
GRE5613	FOOT KNIGHT	$3.50

MASTERPIECE SETS

Excellent skeletal monsters series.

GRE5501	WAR MAMMOTH	$26.95
GRE5502	DEATH DRAGON	$26.95
GRE5503	WAR CHARIOT	$26.95
GRE5504	DEATH GIANT - MASTERPIECE	$26.95
GRE5505	IMPERIAL MAMMOTH	$26.95
GRE5506	WAR RHINO	$26.95

GENERAL BOXED SETS

With 7 - 10 25mm metal figures.

GRE4902	NINJA ASSASSINS BOXED SET (8?)	$29.95
GRE6002	SKELETON RAIDERS OF UNDEAD	$26.95
GRE6003	ELVES OF SILVAN BROTHERHOOD	$26.95
GRE6006	DEMONS	$26.95
GRE6007	DUNGEON RAIDERS	$26.95
GRE6010	KING ARTHUR	$26.95
GRE2528	GIANT GRIFFIN	$59.95
GRE2530	WAR MAMMOTH SPECIAL EDITION	$59.95
GRE2532	ROC - MEGA GIANT FALCON	$59.95
GRE2533	WAR RHINO	$54.95

GIANTS

GRE2701	BATTLE GIANT SPECIAL EDITION	$59.95
GRE3301	MALE FROST GIANT	$59.95
GRE3302	FEMALE FROST GIANT	$59.95
GRE3303	GRIM REAPER	$44.95
GRE3306	YVETTE, ENCHANTRESS	$44.95
GRE3307	GWYDION THE WIZARD	$44.95
GRE3309	JOSEPHUS THE ROGUE	$44.95
GRE3310	RAY-ANNE THE ROGUE	$44.95
GRE3311	THE PALADIN	$44.95
GRE3312	SHI-NAYE THE RANGER	$44.95

DRAGONS

Dragon Lords

Superb Boxed sets with one 25mm scale dragon.

GRE9601	BLACK DRAGON II	$25.95
GRE9602	RED DRAGON II	$25.95
GRE9603	WHITE DRAGON II	$25.95
GRE9604	BRASS DRAGON II	$25.95
GRE9605	GREEN DRAGON II	$25.95
GRE9606	SILVER DRAGON II	$25.95
GRE9607	BLUE DRAGON II	$25.95
GRE9608	COPPER DRAGON II	$25.95
GRE9609	BRONZE DRAGON II	$25.95
GRE9610	GOLD DRAGON II	$25.95
GRE9611	PLATINUM DRAGON II	$25.95
GRE9612	SPECTRAL DRAGON II	$25.95

Julie Guthrie

Boxed sets with one 25mm scale dragon.

GRE9901	GREEN DRAGON W/VICTIM	$25.95
GRE9902	RED DRAGON	$25.95
GRE9903	DRAGON ON TREASURE HORDE	$25.95
GRE9904	SKELETAL DRAGON	$25.95
GRE9905	CHAOS WAR DRAGON	$25.95
GRE9906	GOLDEN WAR DRAGON	$25.95
GRE9907	BLACK DRAGON	$25.95
GRE9908	WHITE ICE DRAGONS	$25.95
GRE9909	BLUE DRAGONS	$25.95
GRE9910	FIRE DRAGON	$25.95
GRE9911	HYDRA DRAGON	$25.95

Special Dragons

Boxed sets with one 25mm scale dragon.

GRE2524	GUARDIAN DRAGON	$26.95
GRE2525	ULTIMATE DRAGON	$59.95
GRE2526	ORIENTAL DRAGON	$59.95
GRE2527	INVINCIBLE DRAGON	$59.95
GRE2529	SHADOW DRAGON	$59.95
GRE2531	THUNDER LIZARD W/LIZARD KING	$59.95
GRE2534	HUGE BLACK DRAGON	$54.95

FANTASY FORGE

FANTASY FORGE CATALOG

FANCAT	FANTASY FORGE CATALOG	$4.95

Contains heaps of B&W and color photos of most of the range

FANTASY RESIN SCENERY

For use with 25mm Fantasy Figures

FANBG01	PAVISE RESIN 25MM SCENERY	$10.95
FANBG02	WHEELED MANTLET RESIN SCENERY	$11.95
FANBG03	STONE WALL DEFENCES (3 FT)	$34.95
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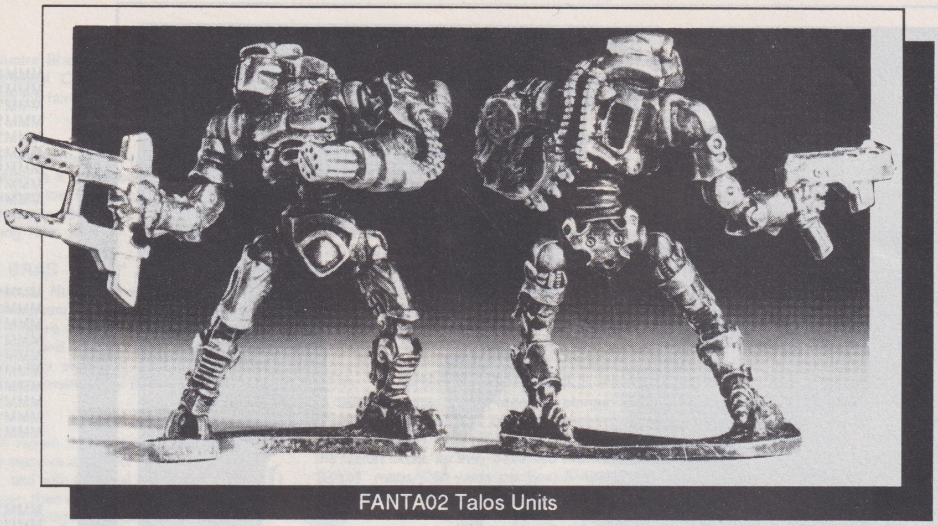
FANBG05	ARCHERS STAKES RESIN SCENERY	$15.95
FANBG06	SPIKED PITS RESIN 25MM SCENERY	$15.95
FANDA01	DAIS,SQUARE,CIRCULAR,HEXAGONAL	$11.95
FANDA02	SKULL FOUNTAINS (2)	$14.95
FANDA03	COFFINS (6)	$11.95
FANDA04	URNS (6)	$11.95
FANDB01	STONE FLOORS (6)	$14.95
FANDB02	WOODEN FLOORS (6)	$14.95
FANDB03	STONE STAIRS (6)	$14.95
FANDB04	RAISED STONE WALKWAYS	$14.95
FANDG01	SINGLE DOORS (6)	$10.95
FANDG02	DOUBLE DOORS (5)	$10.95
FANDG03	SKULL GATE AND ALTAR	$10.95
FANDG04	CYCLOPEAN PORTAL	$19.95
FANDG05	CYCLOPEAN GATEWAY	$10.95
FANFA01	GRAVES (6)	$11.95
FANFA02	HUGE MUSHROOMS (4)	$11.95
FANFA03	ADVENTURERS CAMPSITE (4)	$11.95
FANFT01	DEVIL HEADED THRONE	$14.95
FANIT01	BEDS (5)	$11.95
FANIT02	BARRELS (6)	$11.95



FANTA02 Talos Units

FANIT03	CRATES (6)	$11.95
FANIT04	TAVERN BAR	$11.95
FANIT05	TAVERN ACCESSORIES	$11.95
FANIT06	TAVERN FURNITURE	$14.95
FANPC01	STONE PILLAR (3)	$11.95
FANPC02	MARBLE PILLAR (3)	$11.95
FANPC03	SOLOMONIC PILLAR (3)	$11.95
FANPC04	CLASSICAL PILLAR (3)	$11.95
FANRC01	LIGHT ATTACK STRIDER	$26.95
FANRC02	LIGHT SUPPORT STRIDER	$26.95
FANSC01	CAVERN FLOORS (6)	$14.95
FANSC02	CAVERN RIVERS (6)	$14.95
FANSC03	CAVERN STALAGMITES (3)	$11.95
FANSC04	CAVE ENTRANCE AND ROCK POOL	$11.95
FANSC05	BRIDGE AND STEPPING STONES	$11.95
FANSC06	RAM SKULL ENTRANCE	$11.95

KRYOMEK MINIATURES

Kryomek Aliens

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FANK04	ALIENS - MASTER SWORDS (2)	$14.95
FANK05	ALIENS - MOLECULAR BLD (2)	$14.95
FANK06	ALIENS - BLADES (2)	$14.95
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FANK11	ALIEN HELIONS (3) Out Now!	$11.95
FANK12	ALIEN HELIONS (3) Out Now!	$11.95
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FANK14	ALIEN HELIONS (3) Out Now!	$11.95
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Kryomek Vehicles

These 80mm long AFVs are not covered in any rules.

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FANKV03	GRAV HEAVY SPORE LAUNCHR	$22.50
FANKV04	ALIEN TRCK HEAVY SPORE LAUNCHR	$22.50
FANKV05	ALIEN GRAV-BIOPOD CANNON	$22.50
FANKV06	ALIEN BIOPOD CANNON	$22.50
FANKV07	ALIEN GRAV HELION DRONE CARRER	$22.50
FANKV08	ALIEN TRCK HELION DRONE CARRER	$22.50

Kryomek Hive Interiors

Blisters with 25mm resin scenery.

FANKI01	HIVE LOCKS(3)CHEMICAL SYNTHOTR	$19.95
FANKI02	HIVE TUNNELS (8)	$19.95
FANKI03	HIVE FLOORS (5)	$19.95
FANKI04	EGG CHAMBER FLOORS (4)	$19.95
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Human Nexus Forces

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FANN01	NEXUS MARINES (4)	$11.95
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FANN05	NEXUS SWAT TEAM (3)	$11.95
FANN06	NEXUS SWAT TEAM (3)	$11.95
FANN07	NEXUS SWAT TEAM (3)	$11.95
FANN08	NEXUS SWAT HEAVY WEAPONS (2)	$10.95

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Blisters with () 25mm metal figures.

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FANCY03	CYLOS PENAL TROOPS (3) Out Now!	$11.95
FANCY04	CYLOS PENAL TROOPS (3) Out Now!	$11.95
FANCY05	CYLOS HVY WPNS (3) Out Now!	$11.95

Nexus Cybernetic Units

Blisters with () 25mm metal figures.

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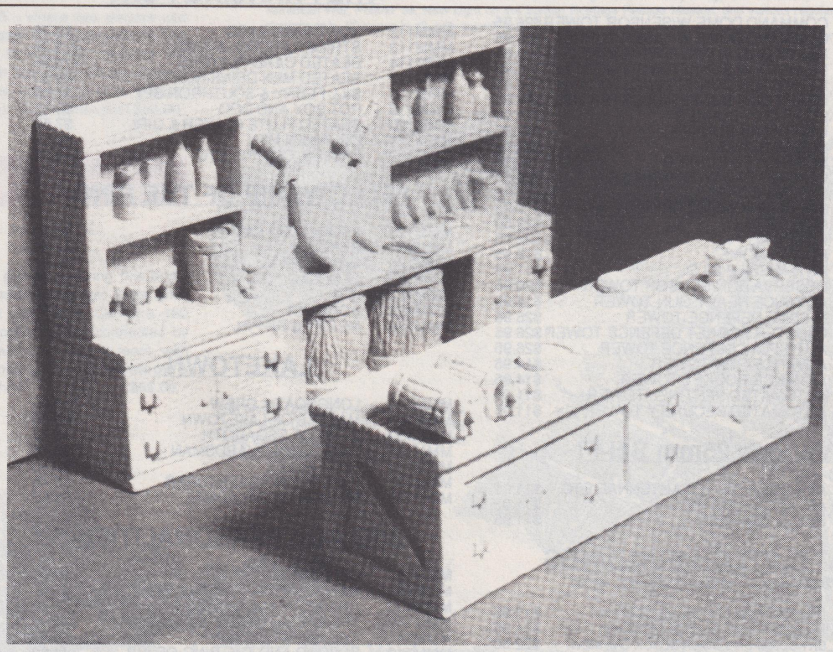
FANTA03	TALOS CYBORG UNIT (2) Out Now!	$14.95
FANTA04	TALOS CYBORG UNIT (2) Out Now!	$14.95
FANTA05	TALOS CYBORG UNIT (2) Out Now!	$14.95



FANIT04 Fantasy Bar (for 25mm figure scale)

FANNB1 Command Dome with Sensor Tower

FANHC01	CERBERUS WITH CYBER-CANNONS (1)	$11.9
FANHC02	SHIVA WITH CHAIN GUNS (1)	$11.95
FANHC03	LOKI SCOUT (1)	$11.95

Nexus Vehicles

Blisters with huge resin AFVs.

FANNV01	TRACKED MEDIUM TANK RESIN	$22.50
FANNV02	MEDIUM HOVER TANK RESIN	$22.50
FANNV03	GRAV-TANK MEDIUM RESIN	$22.50
FANNV04	WHEELED RESIN TANK	$22.50
FANNV05	TRACKED ASSAULT GUN RESIN	$22.50
FANNV06	HOVER ASSAULT GUN RESIN	$22.50
FANNV07	GRAV-ASSAULT GUN RESIN	$22.50
FANNV08	WHEELED ASSAULT GUN RESIN	$22.50
FANNV09	TRACKED PERSONNEL CARRIER RESI	$22.5
FANNV10	HOVER PERSONNEL CARRIER RESIN	$22.50
FANNV11	GRAV PERSONNEL CARRIER RESIN	$22.50
FANNV12	WHEELED PERSONNEL CARRIER RESN	$22.50
FANNV14	HOVER ROCKET LAUNCHER RESIN	$22.50
FANNV15	GRAV ROCKET LAUNCHER RESIN	$22.50
FANNV16	WHEELED ROCKET LAUNCHER RESIN	$22.50

Human Nexus Interiors

Blisters with 25mm resin scenery.

FANNI1	AIRLOCKS(2),DOORS(3),HATCH	$19.95
FANNI2	COMPUTER BANKS(2) & HOLO PROJ	$19.95
FANNI3	NAV,COM,TAC COMMAND CONSOLES	$19.95
FANNI4	POWER GEN & REGULTR,LIFE SUPRT	$19.95
FANNI5	CRYOGENIC CHAMBERS (6)	$19.95

Human Nexus Buildings

Blisters with 25mm resin scenery.

FANNB01	COMMAND DOME W/SENSOR TOWER	$26.95
FANNB02	COMMAND DOME W/LASER TURRET	$26.95
FANNB03	HEAVY GUN BUNKER WITH MISSILES	$26.95
FANNB04	HEAVY GUN BUNKER WITH MORTAR	$26.95
FANNB05	HEAVY GUN BUNKER W/AUTOCANN	$26.95
FANNB06	HEAVY GUN BUNKER/CLUSTER MSL	$26.95
FANNB07	LIGHT GUN BUNKER	$19.95
FANNB08	LIGHT FLAK BUNKER	$19.95
FANNB09	SQUAD BUNKER	$22.50
FANNB10	DESTROYED BUNKER	$14.95
FANNB11	LANDING PAD WITH VEHICLE	$26.95
FANNB12	LINKING CORRIDORS (2)	$14.95
FANNB13	3-WAY LINKING CORRIDOR	$11.95
FANNB14	MISSILE SILO	$22.50
FANNB15	HOSPITAL	$22.50
FANNB16	POWER DOME	$19.95
FANNB17	ANTI-MISSILE SILO	$11.95
FANNB18	OBSERVATION/SENSOR TOWER	$26.95
FANNB19	ADVANCE HEAVY GUN TOWER	$14.95
FANNB20	MISSILE DEFENCE TOWER	$26.95
FANNB21	CLUSTER ROCKET DEFENCE TOWER	$26.95
FANNB22	AUTO-FLAK DEFENCE TOWER	$26.95
FANNB23	ADVANCE GUN TOWER	$14.95
FANNB24	ADVANCE ROCKET TOWER	$14.95
FANNB25	AUTOMATED SENTINEL TOWER	$11.95
FANNB26	AUTOMATED SECURITY TOWER	$11.95

Various 25mm Sci-Fi

FANA01	AIRLOCKS,DISHES,ANTENNAE ETC	$11.95
FANNT01	ASTEROID CRATERS	$11.95
FANNT02	SHELL CRATERS	$11.95

BATTLETECH BUILDINGS

1/285th buildings, compatible with EPIC 40,000.

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FANBT03	SKY SCRAPER TOWER BLOCK Out Now!	$22.50
FANBT04	SCIENCE LAB Out Now!	$14.95
FANBT05	POWER STATION Out Now!	$17.95
FANBT06	LIBRARY Out Now!	$22.50

MITHRIL

All figures are 25mm scale and come undercoated.

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MMM94	URUK-HAI ROYAL GUARDSMEN	$8.50
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MMM100	MANNISH SLAVES	$8.50
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MMM102	BRALG THE INSANE	$3.75

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MMM103	GIANT SPIDER	$9.50
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THE PRANCING PONY

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MMM126	LEGOLAS	$4.50
MMM127	GIMLI	$4.50
MMM128	BOROMIR	$4.50
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MMM131	MASTER OF LAKETOWN	$3.75
MMM132	BARD OF ESGAROTH	$3.75
MMM133	LAKETOWN GUARDSMAN	$3.75
MMM134	RAFT ELVES	$9.50
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MMM141	THE GREAT GOBLIN	$8.50
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MMM147	NAZGUL ON FOOT	$4.50
MMM148	OLAG-HAI TROLL	$10.95
MMM149	HALF-TROLL COMMANDER	$8.50
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MMM151	ORCS OF MORDOR (2)	$7.50
MMM152	VARIAG HORSEMAN	$10.95
MMM153	HARADAN CAPTAIN	$4.50
MMM154	HARADAN INFANTRY (2)	$8.50

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MMM155	THORIN OAKENSHIELD	$4.50
MMM156	THRAIN DWARVEN KING	$4.50
MMM157	DWARVEN ROYAL GUARDSMEN	$8.50
MMM158	DWARVEN CRAFTSMAN	$7.50
MMM159	DWARVEN INFANTRY	$8.95
MMM160	DWARVEN ALCHEMIST	$4.50
MMM161	DIS, DWARVEN MAIDEN	$4.50
MMM162	DWARF ADVENTURER ON PONY	$5.50
MMM163	DWARVEN ADVENTURER	$4.50
MMM164	DAIN IRONFOOT & AZOG	$10.95

GHOST WARRIORS

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MMM173	SKELETONS OF UNDER DEEP	$4.50
MMM174	CAVE TROLL OF UNDER DEEP	$9.95

ISENGUARD

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MMM176	GANDALF IMPRISONED @ORTHANC	$4.95
MMM177	DUNLENDINGS OF ISENGARD	$7.50
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MMM180	HALF ORC CAPTAIN	$3.75
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MMM183	WHITE HAND ORC WITH MERRY	$3.75
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ENTS OF FANGORN

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MMM188	FIMBRETHIL ENTWIFE	$7.95
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MMM194	FEMALE BANDIT	$3.75

GONDOR

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MMM198	GONDORIAN INFANTRY (2)	$8.95
MMM199	GONDORIAN ROYAL GUARDS (2)	$8.95
MMM200	FARAMIR AT OSGILIATH	$4.50
MMM201	GONDORIAN MOUNTED OFFICER	$10.95
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MMM203	GONDORIAN TOWNSFOLK (2)	$8.95
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MMM208	AMROTH OF LORIEN	$4.50
MMM209	NIMRODEL	$4.50
MMM210	LORIEN GUARDIAN/GUIDE	$4.50
MMM211	CELEBORN ON HORSE	$10.95
MMM212	ELVISH FEMALE ADVENTURER	$4.50
MMM213	LORIEN SPEARMAN	$4.50
MMM214	LORIEN SWORDSMAN	$4.50

MMM216 Morwen & Nienor

TALE OF TURIN

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MMM218	OUTLAW OF TEIGLIN	$4.50
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MMM220	TURIN DREADHELM	$4.50
MMM221	BELEG STRONGBOW	$4.50
MMM222	MORGOTH ORCS (2)	$5.95
MMM223	WOLF SENTINEL	$5.95
MMM224	GWINDOR	$4.50

MMM220 Turin Dreadhelm

THE HOBBIT

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MMM229	THORIN THE DWARF	$4.50
MMM230	MASTER ELROND	$4.50
MMM231	THE GREAT GOBLIN	$4.50
MMM232	GOLLUM	$3.50
MMM233	BEORN	$4.50
MMM234	ELVEN KING	$4.50
MMM235	BARD OF LAKE TOWN	$4.50

TURIN THE BLACK SWORD

MMM238	TURIN THE BLACK SWORD MOUNTED	DueNov
MMM239	ORODETH OF NARGOTHROND	DueNov
MMM240	FINDULAS AND GWINDOR	DueNov
MMM241	BRODDA THE EASTERLING	DueNov
MMM242	HITHLUM EASTERLING WARRIOR	DueNov
MMM243	BRANDIR THE LAME	DueNov
MMM244	TURIN TURUMBAR	DueNov
MMM245	NIMIEL THE BRIDE	DueNov
MMM246	NOLDO ELVEN WARRIOR	DueNov
MMM247	NOLDO ELVEN WARRIOR	DueNov

THE ANCIENT FOLK

MMM248	GHAN-BURI-GHAN & SPEARMAN	DueNov
MMM249	WOSE WARRIOR & PRIESTESS	DueNov
MMM250	CORPSE CANDLE	DueNov
MMM251	UNDEAD WARRIOR	DueNov
MMM252	PUKELMEN (2)	DueNov
MMM253	SWAMP-STAR	DueNov
MMM254	MEWLIP	DueNov
MMM255	LESSER BARROW-WIGHT	DueNov
MMM256	BARROW-WIGHT LORD	DueNov
MMM257	BARROW-WIGHT KING	DueNov

RAFM

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RAF3073	CRYSTAL FLIGHT ELF ARCHERS	$10.95
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RAF3075	ELF PRIVATEERS	$9.95
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RAF3094	DWARVEN HANDGUNNERS	$10.95
RAF3095	DWARF STONE EAGLE SPEARMEN	$9.95
RAF3096	DWARVEN SAPPERS	$10.95
RAF3097	DWARF NEBBELDWARFER ARTILLERY	$14.9
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Blisters with 2 - 6 25mm metal figures.

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RAF3107	HELLS CLAW ASSASSINS	$9.95
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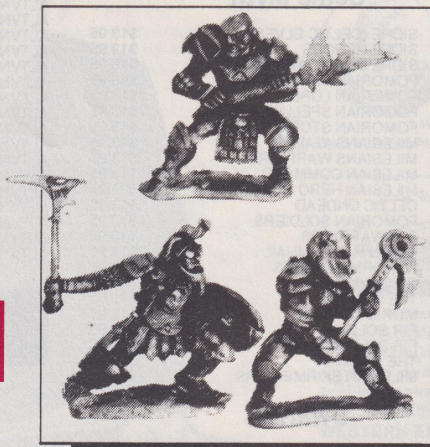
RAF3109	CLEAVERS OF DARK	$9.95
RAF3110	BLOOD CHAMPIONS	$9.95
RAF3111	BLOOD BERSERKERS	$9.95
RAF3112	LAND DRAGON AND RIDER	$9.95



RAF3109 Dark Lord's Cleavers

ORC LEGIONS OF DARKNESS

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RAF3202	ORC STANDARD AND DRUMMERS	$10.95
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RAF3209	ORC CHIEFTAINS	$10.95
RAF3210	ORC HEAVY PIKEMEN	$9.95
RAF3211	GOBLIN SKIRMISHERS	$10.95
RAF3213	ORC WOLF RAIDER WARRIORS	$10.95
RAF3214	ORC WOLF RAIDER NOMADS	$10.95
RAF3215	ORC WOLF CHAMPIONS	$10.95
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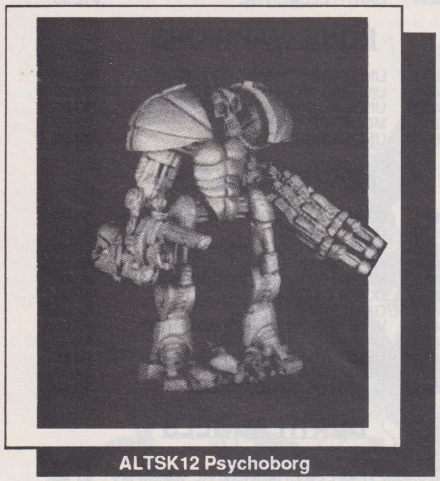
ALTFF4	CRUSADER PLATOON POINT	$13.95
ALTFF5	CRUSADER CITY MAP UNIT 6mm	$13.95



ALTSK12 Psychoborg

Shia Khan Goblins

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ALTSK5	SHIA KHAN BATTLEMASTER II	$13.95
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ALTSK17	SHIA KHAN LEGION ASSAULT SQUAD	$13.95
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ALTFF9	KHAN LEGION UNIT OFFENSE	$13.95
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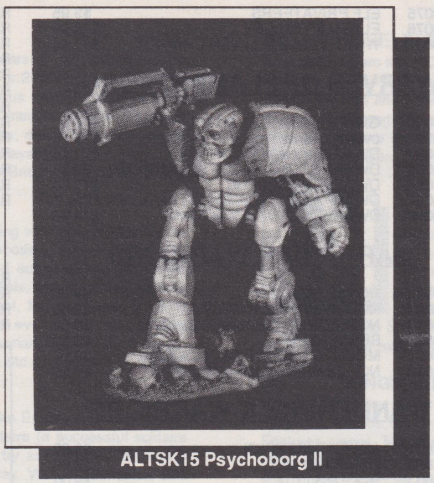

ALTSK15 Psychoborg II

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ALTFF12	LEGION UNIT HEAVY SUPPORT	$13.95

FANTASY

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ALTCM20	FIR BOLG	$13.95
ALTCM21	FIR BOLG HEROES	$13.95
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ALTOH12	ORC ELITE	$13.95
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CI70204H Thunder Hammer Terminator

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CI70184	CHAOS DREADNOUGHT (1)	$19.95
CI70302	KHORNE RENEGADES	$14.95
CI70315	SLAANESH RENEGADE	$14.95
CI70341	CHAOS RENEGADE 40K	$14.95
CI70378	TRAITOR MARINE	$14.95
CI70413	WORLD EATER MARINES (2)	$14.95
CI70425	BLOOD SLAUGHTERER ROBOT (1)	$18.95
CI70437	MARINE ON JUGGERNAUT (1)	$26.95

Space Orks

CI70510	SPACE ORKS	$14.95
CI70534	ORK HEAVY WEAPONS	$14.95
CI70559	GRETCHIN	$14.95
CI70561	ORC NOBLES	$14.95
CI70598C	CYBOAR	$14.95
CI70605	ORC BOYZ	$14.95
CI70618	ORK MADBOYZ	$14.95
CI70620	ORK ODD BOYZ	$14.95
CI70657	WEIRD BOYZ	$14.95
CI70669	ORK WARBOSS	$8.95
CI70671	TIN BOYZ	$14.95
CI70683	ORK FREEBOOTERZ	$14.95
CI70696	ORK SHOKK ATTACK GUN	$17.95
CI70703	SQUIG CATAPULT	$26.95
CI70742	STORM BOYZ MOB	$32.95
CI70755	ORK BIONIK BOYZ	$14.95
CI70767	ORK KUSTOM WEAPONS	$14.95
CI70779	ORK SUPER CYBOAR	$19.95
CI70781	ORK JETPACKS	$14.95
CI70794	ORK WARLORD GHAZGHKULL (1)	$19.95

Squats

CI71007	SQUAT WARRIORS	$14.95
CI71010	SQUATS	$14.95
CI71034	SQUATS ON MOTORBIKES	$19.95
CI71073	EXO ARMOUR CHAOS SQUATS	$12.95
CI71085	CHAOS SQUATS	$13.95
CI71105	SQUAT ADVENTURERS	$13.95
CI71132	SQUAT PIRATES	$14.95
CI71144	SQUAT BIKERS	$19.95

Eldar

CI71519	ELDAR (6)	$14.95
CI71521B	BANSHEE DREADNOUGHT	$17.50
CI71521D	WAR DAEMON DREADNOUGHT	$17.50
CI71521W	WARCRY DREADNOUGHT	$17.50
CI71521S	SPIRIT WALKER DREADNOUGHT	$17.50
CI71521E	ELDAR WAR WALKER	$17.50
CI71533D	D-CANNON	$14.95
CI71533F	FIELD ARTILLERY	$14.95
CI71533H	HARLEQUIN JETBIKES	$14.95
CI71533J	ELDAR JETBIKES	$14.95
CI71560R	ASPECT REAPERS (3)	$14.95
CI71572	ELDAR EXARCHS (2 ASSORTED) (Each pack contains 2 different Exarchs.)	$14.95
CI71584	ELDAR GUARDIANS	$14.95
CI71597	ELDAR AVATAR	$14.95
CI71604	ELDAR WARLOCKS & FARSEERS	$14.95
CI71617	ELDAR HOVER GUN	$14.95
CI71629A	ASPECT AVENGERS (4)	$16.95
CI71629B	ASPECT HOWLING BANSHEES (2)	$16.95
CI71629D	ASPECT DRAGONS (4)	$16.95
CI71629H	ASPECT SWOOPING HAWKS (2)	$16.95
CI71629S	ASPECT SCORPIONS (3-4)	$16.95

CI71629H Aspect Warrior Swooping Hawk

Imperial Forces

CI72021	IMPERIAL GUARDSMEN	$14.95
CI72045	IMPERIAL GUARD SENTINAL	$26.95
CI72060	GUARDS/ BIKES	$14.95
CI72084	OGRYN	$14.95
CI72104	IMPERIAL GUARD COMMAND	$14.95
CI72170	TARANTULA	$17.95
CI72195	COMMISSAR YARRICK (1)	$15.95
CI72499	ARBITES	$14.95

Aliens

CI72544	ZOATS	$14.95
CI72557	GENESTEALER HYBRIDS	$13.95
CI72583	GENESTEALER PATRIARCH	$26.95
CI72596	GNSTLR PATRIARCH RUNNING	$14.95
CI72603	GENE STEALER HUNCHBACK	$17.95
CI72616	TYRANID HUNTER-SLAYERS	$14.95
CI72630	TYRANID WARRIOR	$19.95
CI72642	TYRANID SCREAMER KILLER	$44.95
CI72655	TYRANID SQUIGS	$14.95

CI72596 Genestealer Patriarch

Boxed Sets

CIRTB1	IMPERIALSPACEMARINES	Crazy
CIRTB6	HARLEQUINS	$54.95
CIRTB9	TERMINATORBOXEDSET	Crazy
CIRTB11	LANDRAIDER (1)	$34.95
CIRTB12	RHINO ARMORED ASSAULT VEH (1)	$26.95
CIRTB13	SPACE ORKS PLASTIC BOXED	$49.95
CIRTB15	STRIKE FORCE	$54.95
CIRTB16	TERMINATORS& TYRANIDS	Crazy
CIRTB17	ELDAR GUARDIANS(20 METAL FIGS)	$54.95
CIRTB18	MK 7 DEVASTATORS (5)	$39.95
CIRTB19	ULTRA MARINES TACTICAL SQD (10)	$49.95

EPIC 40,000

Imperial Forces

CI76002	REAVER TITAN (1)	$17.95
CI76015	WARHOUND TITAN (1)	$17.95
CI72714	IMPERIAL ARMORED VEHICLES	$14.95
CI72789	ASSORTED VEHICLES	$14.95
CI72812	TITAN VARIANT KIT	$14.95
CI76041	IMPERIAL TANKS	$14.95
CI76066	IMPERIAL ARTILLERY	$14.95
CI76078	IMPERIAL SPECIAL ASSAULT	$14.95
CI76080	HELLBORE	$49.95
CI76080C	CAPITAL IMPERIALIS	$49.95
CI76113	LEVIATHAN	$19.95

Orks

CI76208	GREAT GARGANT	$54.95
CI76211	SLASHA GARGANT	$24.95
CI76223	MEKBOY GARGANT (1)	$24.95
CI76250	ORK VEHICLES	$14.95
CI76262	ORK SPECIAL VEHICLES	$14.95
CI76274	ORK PULSA ROKKITS	$17.95
CI76286	MEKBOY SPEEDSTARS	$14.95

CI76211 Slasha Gargant

Eldar

CI76404	ELDAR TITANS	$17.95
CI76417	ELDAR WARLOCK TITAN	$17.95
CI76470	ELDAR KNIGHTS	$14.95

Chaos

CI72848	NURGLE EPIC DEMONS	$14.95
CI72863	TZEENTCH EPIC DEMONS	$14.95
CI72875	SLAANESH EPIC DEMONS	$14.95
CI76514	KHORNE LORDS OF BATTLE	$19.95
CI76526	DAEMON ENGINES OF KHORNE	$17.95

Squats

CI76707	SQUAT VEHICLES	$17.95
CI76707B	BATTLECARS FOR LANDTRAIN	$17.95
CI76710	SQUAT GYROCOPTER (3)	$14.95
CI76722	SQUAT COLOSSUS (1)	$29.95
CI76734	SQUAT MEGACANNON (1)	$14.95
CI76746	SQUAT OVERLORD AIRSHIP (1)	$14.95

Boxed Sets

CIATB1	BATTLE TITANS BOXED	$49.95
CIATB6	EPIC SQUAT WARRIORS	$44.95
CIATB8	EPIC CHAOS HORDE	$44.95
CISMB2	BATTLEGROUP Sprues from Space Marine,Eldar Warhost,Imperial Guard,Chaos	$49.95
CISMB3	ATTACK FORCE Rhinos & Landraiders,Grav tanks, Battlewagons, etc	$49.95
CISMB4	WAR HORDE Sprues from Ork Invasion Stompers & Squats	$44.95

WARHAMMER FANTASY

Chaos

CI73083	CHAOS KNIGHTS (1)	$12.95
CI73103	CHAOS GUARDSMEN	$14.95
CI73194	CHAOS CHARIOTS	$17.95
CI73201	WARRIORS OF CHAOS	$14.95
CI73238	FLAMERS OF TZEENTCH	$14.95
CIMM91	CHAOS WARRIORS	$14.95
CIMM92	CHAOS CAVALRY (1)	$11.95
CIMM97	CHAOS BEASTMEN	$14.95

Empire & Bretonnian

CI73713	KNIGHT OF BLAZING SUN (1)	$11.95
CI73737	IMPERIAL OUTRIDER (1)	$11.95
CI73749	KISLEV HORSE ARCHERS (1)	$11.95
CI73752	KISLEV WINGED LANCERS (1)	$11.95
CI73764	KNIGHT OF WHITE WOLF (1)	$11.95
CI73791G	GREY BATTLE WIZARD (1)	$9.95
CI73791O	GOLDEN BATTLE WIZARD (1)	$9.95
CI73791B	BRIGHT BATTLE WIZARD (1)	$9.95
CI73791C	CELESTRIAL BATTLE WIZARD (1)	$9.95
CI73749	KISLEV HORSE ARCHER (1)	$11.95
CI73752	KISLEV WINGED LANCER (1)	$11.95
CI73823	ICE QUEEN OF KISLEV ON HORSE	$8.95
CI73835	EMPIRE MORTAR	$17.95
CI73847	IMPERIAL GREAT SWORDS	$14.95
CI73862	KNIGHTS PANTHER (1)	$11.95
CI73906C	IMPERIAL SOLDIERS WITH CROSSBW	$14.95
CI73906H	IMPERIAL SOLDIERS WITH HALBERD	$14.95
CI73906S	IMPERIAL SOLDIERS SWORD/SHIELD	$14.95
CI73906T	IMPERIAL SOLDIERS 2 HANDED SWD	$14.95
CI73919	IMPERIAL COMMAND GROUP	$14.95
CI73921	IMPERIAL ARCHERS	$14.95
CI73776	PISTOLIERS	$11.95
CI73945	REIKSGARD	$14.95

CI74031	IMP GENERAL RETINUE	$19.95
CI74043	FOOT KNIGHTS	$14.95
CI74068	NORSEMAN	$14.95
CI74095	LORDS OF BATTLE	$14.95
CI74102	SOLDIERS OF EMPIRE	$14.95
CI74115	ROGUES & RANGERS	$14.95
CI74154	BRET FOOT KNIGHT	$14.95
CI74166	BRETONNIAN MOUNTED KNIGHTS	$19.95
CIWFB01	EMPIRE WAR WAGON	$79.95
CIWFB02	EMPIRE STEAM WAGON	$49.95
CIWFB03	KNIGHTS PANTHER (4)	$39.95
CIWFB04	KNIGHTS OF WHITE WOLF (4)	$39.95

Elves

CI74213	WOOD ELF	$14.95
CI74225	HIGH ELF	$14.95
CI74237	ELF WARDANCERS	$14.95
CI74249	ELF HEROES	$14.95
CI74252	DARK ELF	$14.95
CI74291	ELF CAVALRY (1)	$11.95
CI74433	MOUNTED ELF ARCHERS (1)	$11.95
CI75600	HIGH ELF SPEARMEN (4)	$14.95
CI75613	HIGH ELF COMMAND (3)	$14.95
CIMM70	DARK ELVES	$14.95
CIMM71	DARK ELF COLD ONES	$14.95
CIMM72	DARK ELF CAVALRY	$14.95
CIMM73	DARK ELF CHARACTERS	$14.95
CIMM732	DARK ELF WITCH ELVES	$14.95
CIMM80	WOOD ELVES	$14.95
CIMM81	HIGH ELVES	$14.95
CIMM83	HIGH ELF SORCERESS	$26.95
CIMB16	GIANT WAR EAGLE WITH RIDER	$29.95
CISILVER	HIGH ELF SILVER HELMS (4)	$39.95

CI74291 Elf Cavalry

Dwarves

CI74308	DWARF ADVENTURES	$14.95
CI74323	DWARF CLANSMEN	$14.95
CI74335	IMPERIAL DWARF	$14.95
CI74347	DWARF WARRIORS	$14.95
CI74362F	DWARF FLAME CANNON & CREW	$14.95
CIMM11	DWARF COMMAND GROUP (3-4)	$14.95
CIMM15	DWARF CLANSMEN (3-4)	$14.95
CIMM16H	DWARF HAMMERERS (3-4)	$14.95
CIMM16I	DWARF IRON BREAKERS (3-4)	$14.95
CIMM16L	DWARF LONGBEARDS (3-4)	$14.95
CIMM16T	DWARF THUNDERERS (3-4)	$14.95

Skaven

CI74406	SKAVEN (3-4)	$14.95
CI74406A	SKAVEN ANIMAL HOLDERS (3-4)	$14.95
CI74406R	SKAVEN RAT OGRES (3-4)	$14.95
CI74406S	SKAVEN SLAVES (3-4)	$14.95
CI74406W	SKAVEN WEAPONS TEAMS (2-3)	$14.95

CI74406R Skaven Rat Ogres

Miscellaneous Races

CI74419	SLANN	$14.95
CI74503	SKELETON WARRIORS	$14.95

CI75600 High Elf Spearmen & CI75613 High Elf Command

Orcs

CI74709	ORC BOYZ	$14.95
CI74712	ARRER BOYZ	$14.95
CI74724	ORC BIG 'UNS	$14.95
CI74736	GRUNTAS 'N' SNORTAS (1)	$14.95
CI74748	ORC SAVAGE BOYZ	$14.95
CI74751	ORC CHUKKAS & DOG CART	$34.95
CI74763	GOBBOS	$14.95
CI74775	GOBBOS STICKAS	$14.95
CI74783	GOBBOS	$14.95
CI74787	GOBBO WOLFBOYZ	$14.95
CI74790	GIANT BLACK ORCS	$14.95
CI74810	SNOTLINGS	$14.95
CI75405	NIGHT GOBLINS (4)	$14.95
CI75418	NIGHT GOBLINS COMMAND (4)	$14.95
CI75420	NIGHT GOBLINS FANATICS (4)	$14.95
CI75432	GOBLINS (4-5)	$14.95
CI75444	GOBLIN DOOM DIVERS (1)	$14.95

Fantasy Boxed Sets

CIPBS1	SKELETONHORDES	Crazy
CIPBS3	WHREGIMENTS	Crazy
CIPBS5	SKELETONARMY	Crazy
CIRRD3	HARBOTHS ORC ARCHERS	$59.95
CIRRD8	GIANT BLACK ORCS	$44.95
CIRRD9	HOBGOBLINS	$44.95

Blood Bowl Blisters

CI73309	ELVES	$14.95
CI73312	ORKS	$14.95
CI73324	GOBLINS	$14.95
CI73336	HUMANS	$14.95
CI73348	DWARVES	$14.95
CI73363	BIG GUYS	$14.95
CI73375	SKAVEN	$14.95
CI73390	BB LITTLE 'UNS (HALFLINGS)	$14.95
CI73407	DWARF DEATH ROLLER	$14.95

Blood Bowl Teams

CI73410	ELF BB TEAM	$44.95
CI73422	ORK BLOODBOWL TEAM	$44.95
CI73434	BB GOBLIN TEAMS	$44.95
CI73446	HUMAN BLOOD BOWL TEAM	$44.95
CI73459	BB DWARF TEAMS	$44.95
CI73473	SKAVEN TEAM BB	$44.95

Talisman Sets

CI74859	TALISMAN CHARACTERS I	$39.95
CI74861	TALISMAN EXPANSION	$39.95
CI74873	TALISMAN ADVENTURE	$34.95
CI74885	TALISMAN DUNGEON FIGURES	$34.95
CI74898	TALISMAN TIMESCAPE	$34.95

Citadel Paint Sets

CIP1	COLOUR PAINT SET	$29.95
CIP2	CREATURE PAINT SET	$29.95
CIP3	MONSTER PAINT SET	$29.95
CIP6	PAINT SET - ORC & ELDAR	$29.95
CIP7	METALLIC PAINT SET	$29.95
CIP8	EPIC PAINT SET	$29.95

Slotta Bases

CISB1	SLOTTA BASES 20mm	$3.50
CISB2	SLOTTA BASES 25MM	$3.50
CISB4	SLOTTA BASES HORSE BASE	$3.50
CISB5	SLOTTA BASES MONSTER BASE	$3.50

RAL PARTHA ACRYLIC PAINT

PAINT SETS

RAL77730	PARTHA FANTASY PAINTS	$29.95
	Silver, gold, black, white, blue, green, red, yellow, brush & figure.	
RAL77740	AUTUMN COLOURS	$19.95
	Autumn gold,khaki,brown,woodbrown,pine green,armor grey.	
RAL77741	SUMMER COLOURS	$19.95
	Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.	
RAL77750	CHAOS WAR COLOURS	$19.95
	Mold,slate,burgundy,metallic blue, green & red.	
RAL77790	SILKS AND SATINS AD&D	$19.95
	Royal blue, lavindar, blue, royal red, white, green.	
RAL77791	NATURAL COLORS AD&D	$19.95
	Werefur brown,yellow,pink,elemental orange,moss green,blue.	

ACCESSORIES

RAL77725	SPRAY PRIMER	$9.95
RAL77726	SPRAY CLEAR MATTE SEALER	$9.95
RAL77727	DRAGONSCALE METALLIC CREME KIT	$24.95
RAL77728	BRUSH KIT	$19.95
RAL77729	SPONGE APPLICATOR BRUSHES	$3.50

INDIVIDUAL POTS

RAL77701	GOLD METALLIC	$3.95
RAL77702	SILVER METALLIC	$3.95
RAL77703	BRONZE METALLIC	$3.95
RAL77704	STEEL	$3.95
RAL77705	FLESH	$3.95
RAL77706	WHITE	$3.95
RAL77707	GRAY	$3.95
RAL77708	BLACK	$3.95
RAL77709	SHAMROCK GREEN	$3.95
RAL77710	FOREST GREEN	$3.95
RAL77711	DUN	$3.95
RAL77712	LEATHER	$3.95
RAL77713	RED BROWN	$3.95
RAL77714	DARK BROWN	$3.95
RAL77715	IVORY	$3.95
RAL77716	YELLOW	$3.95
RAL77717	ORANGE	$3.95
RAL77718	RED	$3.95
RAL77719	SKY BLUE	$3.95
RAL77720	TRUE BLUE	$3.95
RAL77721	DARK BLUE	$3.95
RAL77722	COPPER METALLIC	$3.95
RAL77723	PURPLE	$3.95
RAL77731	KHAKI	$3.95
RAL77761	AGED METAL AD&D	$3.95
RAL77762	FROST GIANT WHITE AD&D PAINT	$3.95
RAL77763	MINOTAUR FUR BROWN	$3.95
RAL77764	HELL HOUND BROWN AD&D	$3.95
RAL77765	DAMSEL FLESH AD&D	$3.95
RAL77766	MAINCORE MANE YELLOW AD&D	$3.95
RAL77767	MOLD YELLOW	$3.95
RAL77768	GOBLIN FLESH TANGERINE	$3.95
RAL77769	DRAGON SCALE RED	$3.95
RAL77770	TENTACLE PINK	$3.95
RAL77771	DRAGON TONGUE PURPLE	$3.95
RAL77772	SEMBIA RED	$3.95
RAL77773	CORMYR BLUE	$3.95
RAL77774	MIND FLAYER MAUVE	$3.95
RAL77775	PALADIN BLUE AD&D	$3.95
RAL77776	DRAGON SCALE BLUE	$3.95
RAL77777	BULETTE BLUE AD&D	$3.95
RAL77778	REMORHAZ BLUE AD&D	$3.95
RAL77779	STORM GIANT GREEN	$3.95
RAL77780	BEHIR BLUE AD&D	$3.95
RAL77781	TROLL FLESH GREEN	$3.95
RAL77782	ELVEN GREEN	$3.95
RAL77783	GHOUL FLESH LIME	$3.95
RAL77784	BULLYWUGS BELLY GREEN	$3.95